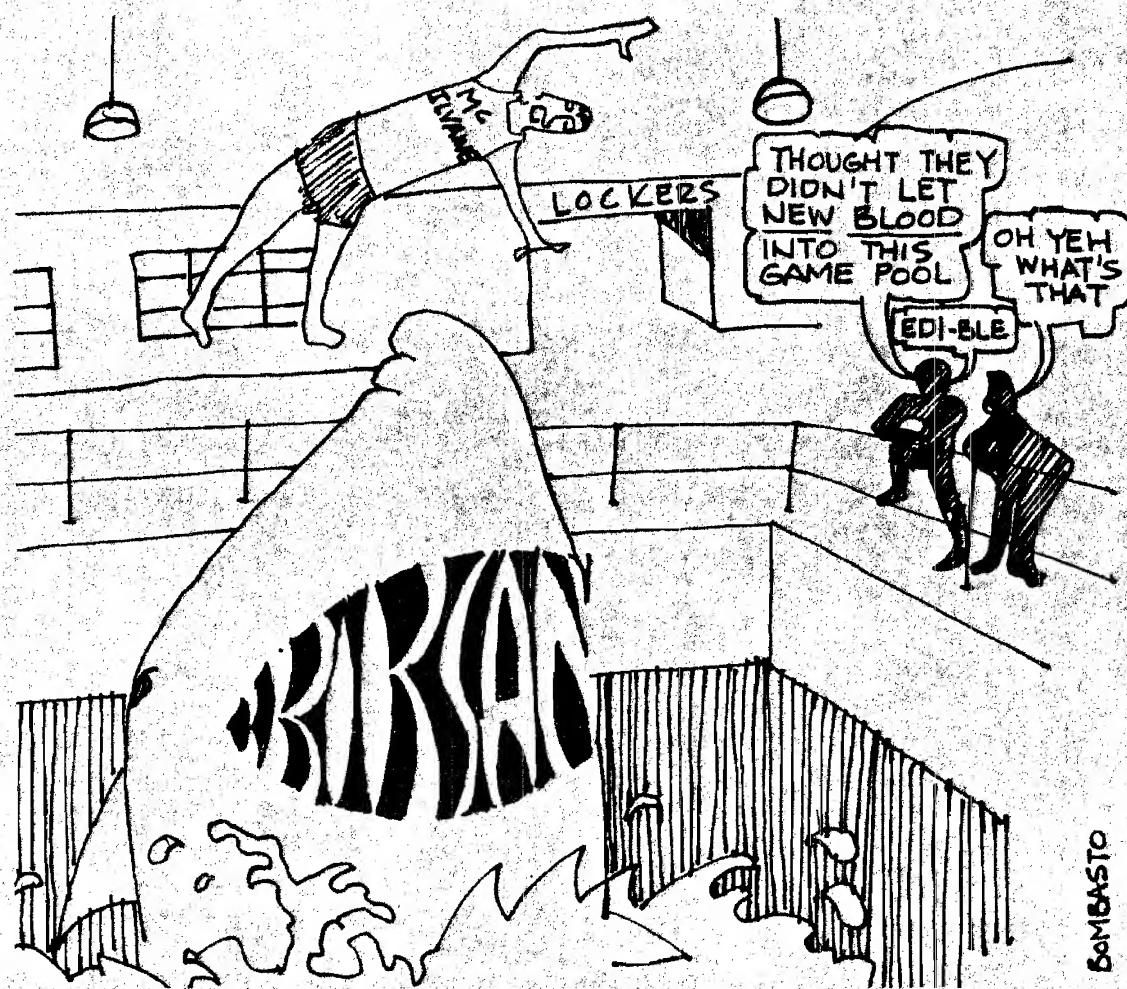


# DIPLOMACY WORLD



VOL. 4,

NO. 1

SPRING 1977

# DIPLOMACY WORLD

Vol. IV, No. 1 (#15)

Spring 1977

DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)\* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

Subscriptions sell for \$4.00/yr. (\$5.00 outside the US). Checks should be in US funds and made payable to "Walter Buchanan." Address changes should be reported 4 weeks in advance. Back issues available: Vol. I, 2-6 (75¢ each), Vol. II, 1 on (\$1.25 each). (Vol. II, 4 indexes all articles in Vol. I & II.) Indiana residents add 4% sales tax. This issue's paid pre-publication circulation, 727.

\*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and owned by Avalon Hill, 4517 Harford Road, Baltimore, Maryland 21236. Price: \$11.00.

## I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains an International Subscription Exchange and subsidizes the Boardman Numbers and the Miller Numbers, as well as the Orphan Games Project. This democratic group conducts annual elections to determine members of the Council, the body responsible for carrying out IDA business and services. In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to Steven Brooks, 4960B Ave. C, Great Falls, MT 59405, the current Treasurer.

## FOREWORD

It was only a year ago that I made the announcement that Avalon Hill had purchased Diplomacy from GRI. This has been the greatest boon to the growth of the Diplomacy hobby since the beginning. However, with growth comes growing pains. Circulation of DIPLOMACY WORLD has more than doubled with no end in sight. Although I have welcomed this growth and encouraged it in every way I can, I must confess that DW has grown to the point that I can no longer comfortably manage the editing and publishing alone on an amateur level.

I am therefore pleased to make the following announcement. Beginning next issue, Conrad von Metzke with the assistance of Rod Walker, will be the editors of DIPLOMACY WORLD. I can not think of any more capable individuals for this task. In fact I'm confident that the contents of DW will improve. Both Conrad and Rod will provide the magazine with a great deal of wit and humor, and in fact Rod is already a professional free lance writer. They have both been active in the hobby since almost the beginning, and both have served long and competent terms as the Boardman Number Custodian. In fact Rod really made the Boardman Number system what it is today, i.e., a method to keep a record of every postal game ever played.

Also, don't worry. You won't get rid of me that easily! I will continue as publisher of DIPLOMACY WORLD. Although Conrad and Rod will be solely responsible for the contents of DW and furnish me the camera-ready copy, I will work closely with them and be in charge of printing, mailing, etc. All subs are to come to me and I will take care of ad trades, etc. I'll also still run the demonstration game and maintain the Archives. Therefore, trades should still come to me so I can keep the published record of the hobby complete as well as provide Conrad with a game opening list each issue. However, I would still recommend publishers send Conrad selected copies of your zine for news and plugging purposes.

To summarize, all sub monies and trade copies should still be sent to me, but news items and articles should be sent to Conrad. His address is: PO Box 626, San Diego, CA 92112. Although late breaking news items can wait until June, I would urge you to send all submissions for the next issue to Conrad as soon as possible. Although both Conrad and Rod have had long experience at gamezine publishing, the 1st issue of a magazine such as DW naturally takes longer than once you are used to it. We already have a lot of the contents planned and you can look forward to it. The new demo game starts too. The Avalon Hill sponsorship remains in effect.

Lastly, if an "x" appears below, this is your last issue. We hope you will resubscribe.



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# DIPLOMACY AND CHESS

by FERKIN DOYLE  
& CHARLIE SPIEGEL

(The following is reprinted with permission from Brotherhood of Thieves and is the finest commentary I have seen yet on why and how to go about building a better hobby.)

Once upon a time two aspiring young men merged their two very promising magazines in order to turn out a "really good" publication. They were going to run about 8-12 games, feature articles, artwork, press, and a lot of other miscellaneous things. While doing all this, they were going to keep clear of hobby politics, because who gave a hoot whether Joe Blow picked his toes in Podunk?

However, now we see the hobby entering the "big time." Avalon Hill bought the rights to Diplomacy and they are certainly one of the biggies in the (war) gaming biz. Unfortunately, while the appeal of the hobby has spread over a wider section of the populace (going "big time"), the internal organization of the hobby has lagged somewhat behind that of a Mickey Mouse Club.

What we Diplomacy players are facing (and this applies to both the Face-to-Face and the Play-by-Mail types) is roughly the same crises that challenged the chess playing community in the 1950's. There were almost as many PBM chessers as there are PBM Diplomacy nuts, although the chess players were all contained in a single professional magazine. As in Diplomacy, those who played chess by mail were content to wait years for the outcome of a game. I recall Hans Berliner winning the Golden Knights Championship (The U.S. Postal Chess Championship) of 1962 (I believe) in a 1970 issue of Chess Life & Review.

On the other hand there was a serious lack of reputable tournaments for the amateur FtF player not living in New York City. The typical chess tournament in the late 1950's was run by an enthusiastic amateur, with the predictable result of oft times poor officiating. One need only go back to the 1975 Wintercon at MIT to see a Diplomacy parallel.

The point of this is that the United States Chess Federation organized the hobby under a central authority, conducting national tournaments and sanctioning regional, state, and local affairs. A USCF approved tournament at least guaranteed that the monies collected or guaranteed for prizes will be disbursed and that the Tournament Director will have some training in running things.

As of the early 1970's (when I dropped from the serious chess scene) the president of the

USCF was a hobby wide (all dues paying members; at the time a bit over 10,000) elected official. For carrying out his duties he might have been reimbursed for gasoline and tolls, teaching Physics at Temple University in Philly as a main occupation. The only people in the hobby who made any money were the few permanent secretarial staff members of the magazine, a few editors, and some contributors. Yet, all the tournaments charged an entrance fee of between \$3 and \$10 while the national federation charged \$10 a year and most state organizations

charged \$5 for the privilege of being able to play in a tournament if they paid additional entrance fee. The money went, at the national level, into subsidizing the magazine (which in addition to a three month listing of future tournaments anywhere in the U S carried something within its 30 pages + per month for every class of player. At the state level, the money went toward subsidizing the state Open and amateur championships in the form of providing better facilities and prizes. In the five years that I played serious USCF sponsored chess, no one ever accused anyone of making money. It is true that some tournament directors can make a big profit, but in order to do so, they must attract a great many players; something only possible if they have already established a good reputation for running things and for living up to their pledges insofar as awarding prizes was concerned.

I admit that the parallels between the USCF and Diplomacy is not exact, but it is close enough to point a general direction. The Diplomacy hobby is currently larger than the PBM chess playing section of the 1950's, although we are admittedly not as well organized. The publishers of this magazine believe that such an organization (and by organization it is meant merely a central authority which would exist to guarantee some sort of standards for PBM and FtF tournaments) would be fairly easy to establish in Diplomacy. There are several strands, such as the Boardman Numbers, Miller Numbers, and Diplomacy World which if pulled together will make a fine fabric for the hobby. The important thing will be to do things for the common good of Diplomacy. This means not setting up 2 sets of identifying numbers or scheduling two major tournaments for the same weekend. In closing it seems obvious that we should all start pulling together in some direction. Thus, a lot of you who do not normally get this magazine will find one in your mailbox. We would appreciate any comments that you have and sincerely hope that for once the people in this hobby can get off their duffs to accomplish something. So we recommend:

1. That the Boardman and Miller Numbers come under the roof of IDA. The NC can be an official who is an appointed volunteer who will run the service until they need to quit or the



service is found lacking by the hobby in general (read that to be member of IDA since it is hoped that all players would join). This would help stop fights like our current MNC dispute.

2. There would be full financial support for both the LNC and MNC and they would be 'Officials' of IDA. This could reduce the need for the current one dollar for a LN (which we do support by the way).

3. Consolidate the publication of the Boardman Numbers, the Miller Numbers, and Diplomacy Review. The LN etc. is nothing but hobby trade mags so they should be sent to all that are playing in it. This way everyone will have the same information and will be able to express their opinion to the hobby be it by vote or short letters, whatever is worked out.

4. Have Diplomacy World come under IDA and make it a showcase for the hobby. With support coming from Avalon Hill and IDA plus its own sub rate, DW can become a Dragon or General in no time. Note that I have not said take the job from someone, just organize. A trade zine like the third idea would not attract the attention of someone but a fancy Diplomacy World would be something else.

5. All Dipcons and tournaments could be held by IDA and all income would go to the organization. This is where some funds would come from to support the ideas above. There would be dues also. Other ideas that could be supported are many such as orphans, projects, and rating systems. But to do it we have to pull together. Avalon Hill is willing to recognize IDA as the hobby's organization and it is time we do also. In other words, let's stop playing kid's games and build a real hobby.

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## TRANSITION

by CONRAD VON METZKE

DIPLOMACY WORLD is a unique thing, and for many reasons Walt Buchanan and his magazine have become synonymous. There! I've said it; we all think of DW as "his" magazine, don't we? And yet in a very real sense, DW is actually our magazine. Walt began it, and moulded it, as a forum for a "broad overview of the hobby," and it has always been a publication produced for the hobby, largely by the hobby, and exceptionally responsive to the hobby.

And so if Walt's brainchild is to mean anything, it must continue beyond the "retirement" of its Founding Father. The needs which inspired DW's creation are still with us; in an often disjoint hobby, one central "overview" has not only proved desirable, but quite essential. DW will therefore continue.

In the interest of smoothness and continuity, Walt will retain the publishing duties; thus, all subscriptions must continue to go to him. He will also maintain the Archives and conduct the Demonstration Games, as in the past. On that basis, though I will be supplying trade copies of DW, your publications should still be sent to Walt. Beyond that, I'm it!

An editor invariably stamps a publication with sharp signs of his own personality, and to that extent DW will change in my hands. But only to that degree; in as many ways as I find possible, DW will remain the magazine that Walt and the hobby made it.

And now for the speech: I must, of course, have your help. In order that DW continues as a success, two things must occur: You must continue your support of it, by subscribing, contributing, and reacting to it; and I must manage it in such a way that it merits your support.

I promise you, I will try my damndest. I ask you to give me a chance: Stick with me long enough to provide a fair trial, scream when I do something wrong, applaud when I do something right, and help maintain and expand DW's standards the way you did for Walt. Okay, we're off. Start telling me what to do.

(Starting next issue, Conrad von Metzke, with the assistance of Rod Walker, will be the editors of DW. I can not think of any more qualified individuals to take on this task. Both have been in the hobby since almost the beginning and have served as Boardman Number Custodians. Costaguana and Erehwon are also two of the best zines that the hobby has ever produced. If you think DW has lacked humor in the past, you won't find that that's the case any longer.)

# A PROFESSIONAL EDUCATION FOR DIPLOMACY PLAYERS

b y LARRY PEERY

For the past several years I have been working on a project designed with one purpose in mind; to bring to the novice postal Diplomacy player a professional educational program designed to aid him in teaching himself how to be a better postal Diplomacy player.

With the simultaneous publication of the first book ever written on Diplomacy, Introduction to the Strategy and Tactics of Postal Diplomacy (S&TPD) and Part One of the Novice Seminar Program (NSP), a very real start has been made toward fulfilling that goal.

S&TPD is designed for the novice postal or face-to-face Diplomacy player. S&TPD is based on the author's more than ten years of experience in playing and gamesmastering more than 75 postal Diplomacy games. S&TPD contains 7 major chapters, one for each of the Great Powers, and an Introduction. Each Great Power chapter follows the same format: Introduction, Outline of Contents, Opening Game, Mid Game, and End Game. Each of the substantive portions is broken down to cover such topics as: Acquisition of Supply Centers, Potential Alliances, Potential Non-aggression Pacts, Defensive Game, Offensive Game, Waiting Game, Adjustments, Possible Positions & Supply Centers. All of this is almost 400 pages, 250,000 words, with some 35 maps. The work is divided into many paragraphs for ease in finding particular information. S&TPD is a how-to-do-it book, a textbook by another name, designed to provide the novice player with a great deal of information that would otherwise have to be acquired by trial and error over a period of several years.

For S&TPD to be of real value it has to be used. Now it could be best used is a question that has concerned me for over a year. Now I believe we have the answer in the establishment of the NSP.

Perhaps even more important than S&TPD in the long run will be the NSP Part One, a programmed instruction, self-taught course for novice Diplomacy players.

Part One contains, in 160 pages, the first eleven Learning Units, and first thirty-six Learning Segments of the NSP. Each of these units represents a crash, two or three (or more) hour study in some particular aspect of Diplomacy, specifically designed for the novice player. Using self-instruction and incremental learning techniques it makes you your own teacher. Each Learning Unit/Segment includes an introduction, key concepts and terms, learning objectives, text, principles, key points, things

to think and write about, reading assignment, select bibliography, and self-test. A pre and post-test is designed to let you see how much you already know and how much you still have to learn.

NSP Part One is based on S&TPD but it includes a provision for using the IDA Handbooks, DIPLOMACY WORLD, and other publications as readings and supplementary texts.

The NSP is designed to explore with you new ideas and concepts that might or might not show up in your postal Diplomacy games. It does not replace playing Diplomacy but it is a valuable supplement to your playing. I believe the NSP will improve your performance months or years faster than anything else I know of.

The contents of Part One include: Mastering the Thought Process of This Course; Introduction, Philosophy of Diplomacy, Cooperation in Diplomacy, Learning in Diplomacy, Relationships in Postal Diplomacy, Inter-Player Relations, Player-Games-Master-Editor Relations, Houserules, Methodologies, The Mapboard and Gameboard, Spatial Relationships, Physical Mapboard, Psychological Gameboard, Territorial Imperatives, The Rulebook, History of the Rulebook, TTT Publications: A Case History, Rulebooks 1 & 2: A Comparative Study, Problems for the Novice: Learning, Interpretation, and Application, The Pre Game, Concept of the Pre Game, Methodology for Diplomacy, Human Manipulation, Opening Games, Tactics Strategies, Great Power Opening Games, Mid Games, Tactics, Strategies, Great Power Mid Games, End Games, Tactics, Strategies, Great Power End Games, Introduction to Strategy, Meaning of Strategy, Offensive Strategies, Defensive Strategies, Strategies for Novices; Introduction to Tactics, Meaning of Tactics, Offensive Tactics, Defensive Tactics, and Tactics for Novices. Here, for the first time, is the beginning of a systematic program to learn to play Diplomacy.

During the next two years I hope to publish Part Two of the NSP which will deal with each of the Great Powers and the subject of "diplomacy," in Diplomacy. Beyond that there are possibilities for similar programs dealing with intermediate and advanced programs.

Without S&TPD there could have been no NSP. But it is S&TPD that gives the NSP substance. Both projects mark an important milestone in the development of a professional educational program for novice Diplomacy players.

# A REPLY TO THE DANCING SWORD

by MARK BIRCH

Adam Gruen's article on the play of England in *Diplomacy World* III, 4, contains numerous errors and misleading statements. This reply will deal with one subject, the treatment of his "Plan E", viz F Lon - Nth, F Edi - Nwg, A Liv - Yor in Spring 1901. After extolling the A Liv - Edi variant (Plan D) at some length, he says "...you may ask why does anybody move to Yor in Spring 1901? There's this thing called a Russo-English alliance...." He then goes on to sketch briefly the anti-German implications of this move, and in the table of openings Plan E is called "Pro-Russian Standard Opening Move". This is a serious oversimplification.

First, it can also be used when England is not completely sure of France's intentions (and how sure can anyone be in Winter 1900?) but does not wish to do anything so drastic as F Lon - Eng. It is true, as Gruen states, that if Plan D is used "In case the French moved F Bre - Eng, F Nth can always move back to Lon", but this means that England will cover Lon, gain Norway and do nothing else. This is no way to handle an aggressive France. If Plan E is used, A Liv can cover Lon (or Wales for that matter, something that F Nth cannot do) F Nwg takes Nwy and F Nth can ponder its options. He can try for a second build -- a F Liv would be most useful in taming France. Second, he can attempt to gain a German ally against France by offering him support into Bel. Third, he can try to turn France around by offering him support into Bel, pointing out that A Yor will cover Lon anyhow. Good diplomacy will be needed to pull any of these off, but at least with Plan E, they are possible. With D, they are not.

The second way that Plan E can be used is aggressively anti-Russian. The army is convoyed to Norway and F Nwg - Bar. As this opening was discussed in the 1974 Handbook, I will go no further.

Yet another circumstance calling for Plan E is a French-Russian alliance, using F Bre - Eng plus A Mos - StP. If you believe that this is likely, you must use Plan E (even if you are certain that the French will enter the channel) as it is the only opening that will assure you of one build in Winter 1901. Indeed, even if Germany joins in, you can still get your build by F Nwg S F Nth - Nwy.

Gruen's myopia about Plan E extends to his list of Fall 1901 openings on page 6. He states "I think I have listed just about all the normal permutations of an English opening year". No way. Although twenty-nine fall moves are listed, he refuses to list a single one based on a Spring 1901 Plan E unless it is overtly anti-German, be-

cause apparently he thinks that's all Plan E is good for. Thus, the following do not appear:

- #1 F Nwg - Nwy, F Nth C A Yor - Bel
- #2 F Nwg S A Yor - Nwy, F Nth C A Yor - Nwy
- #3 A Yor - Lon, One fleet supports other to Nwy
- #4 F Nwg - Bar, F Nth C A Yor - Nwy
- #5 F Nwg - Nwy, F Nth S German Unit - Bel

Using only two zines, I find that #1 was used in 1975CQ, #2 in 1974GO, #4 in 1973ER and #5 in 1975IN. As a group, they did quite well: 2 wins, one draw, one continuing.

Perhaps it might be argued that there simply wasn't room for 5 more openings. Nonsense. Gruen has loaded up his list with garbage. Plan B4 is illegal. A3, A6, and C1 are truly bizarre, as they do not even try for a single supply center in 1901, and do not guarantee one in Spring 1902. Plans B3 and A1 are stupid -- a fleet is wasted by supporting a fleet which cannot be dislodged. Plan D1 is superfluous.

There are other errors (for example, page 5, paragraph 7 refers to A Liv - Yor as "Eliminating the possibility of a convoy to Norway". It makes it less likely, but still possible) but I believe I've made my point. Gruen's problem is that he thinks the sun rises and sets on his Plan D. Outside of the table of openings, he does not even mention F Lon - Eng. Plan E is given extremely short shrift. And, Gruen seems to think that everyone agrees with him: "Most players will try the standard: Plan D". If Weidmark's statistics (*Diplomacy World*, III, 4, page 14-15) are representative, then this is not so. He shows A Liv - Yor, 52%, A Liv - Edi, 34%.

In summary, Plan E is not just "Pro-Russian". It provides for maximum defensive flexibility along with possibilities for attacking Russia, Germany or Belgium in the Fall.

**SUPERNOVA!** is a science fiction gaming magazine printed by Flying Buffalo Inc. It is published irregularly (2 or 3 times a year), offset-printed, booklet format, and the latest issue was 20 pages long. Subscriptions are 5 issues for \$2. Issue #26 had news of sf games, survey results, notes about STELLAR CONQUEST from the designer, letters, book reviews, STARSHIP COMBAT variants, part one of a game MONSTER SLAYERS, chapter one of THE MCGONIGLE CHRONICLE, and ads from subscribers. To subscribe, send check or money order to Flying Buffalo Inc, Box 1467, Scottsdale, AZ 85252. Sample copy 50¢. We accept MasterCard! (To charge anything sold by Flying Buffalo, send us your MasterCard number and expiration date.)

# ANOTHER YEAR IN THE LIFE OF THE HOBBY

by DOUG BEYERLEIN

In DIPLOMACY WORLD Volume 3, Number 1 (Spring 1976) I wrote an article titled "Speculating on the Future by Observing the Past." The article analyzed the growth of the postal Diplomacy hobby in terms of the number of Boardman Numbers assigned each year since the birth of the hobby in 1963. As a Boardman Number is assigned to each new regular game of postal Diplomacy as it starts, this is an excellent indication of whether the hobby is expanding or contracting in size. In addition to looking at the number of game starts (both in terms of total number and on a per country basis) I briefly discussed the growth periods in the hobby and where and why we might expect growth to occur in the foreseeable future. In the year since that article was written we now have an additional year of data (1976 game starts) to analyze. Also, some changes have occurred in the hobby and these are worth discussion.

As shown in the accompanying figure and summarized in the following table, the number of regular game starts (Boardman Numbers assigned) for the United States dropped dramatically from 138 in 1975 to only 118 in 1976. Comparing the 118 game starts in 1976 to the all time high for the United States in 1973 of 148 game starts we see that the hobby's size in the United States has shrunk by 20 percent. In this same period the number of Canadian game starts has increased by 50 percent (20 in 1973 compared to 30 in 1976). And the number of game starts in the U.K. has increased by 43 percent (87 in 1973; 124 in 1976). The British side of the hobby has passed its American counterpart in the number of game starts. Canada is also expanding while the U.S. contracts. Why?

The United States portion of the postal Diplomacy hobby has been in a state of stabilization ever since its last major growth period from 1971 through 1973. This growth was brought about by the introduction of the GRI flyer describing postal play and who to contact for more information. (Games Research Inc. of Boston marketed Diplomacy prior to selling it to Avalon Hill in the spring of 1976.) This flyer, which can still be found in GRI Diplomacy sets hidden away in department and game stores, brought into the hobby a large number of new players. But no new major influx of players has taken place since that period through 1976. Attrition in the years following 1973 peak (postal Diplomacy is not for everyone) has been greater than the number of

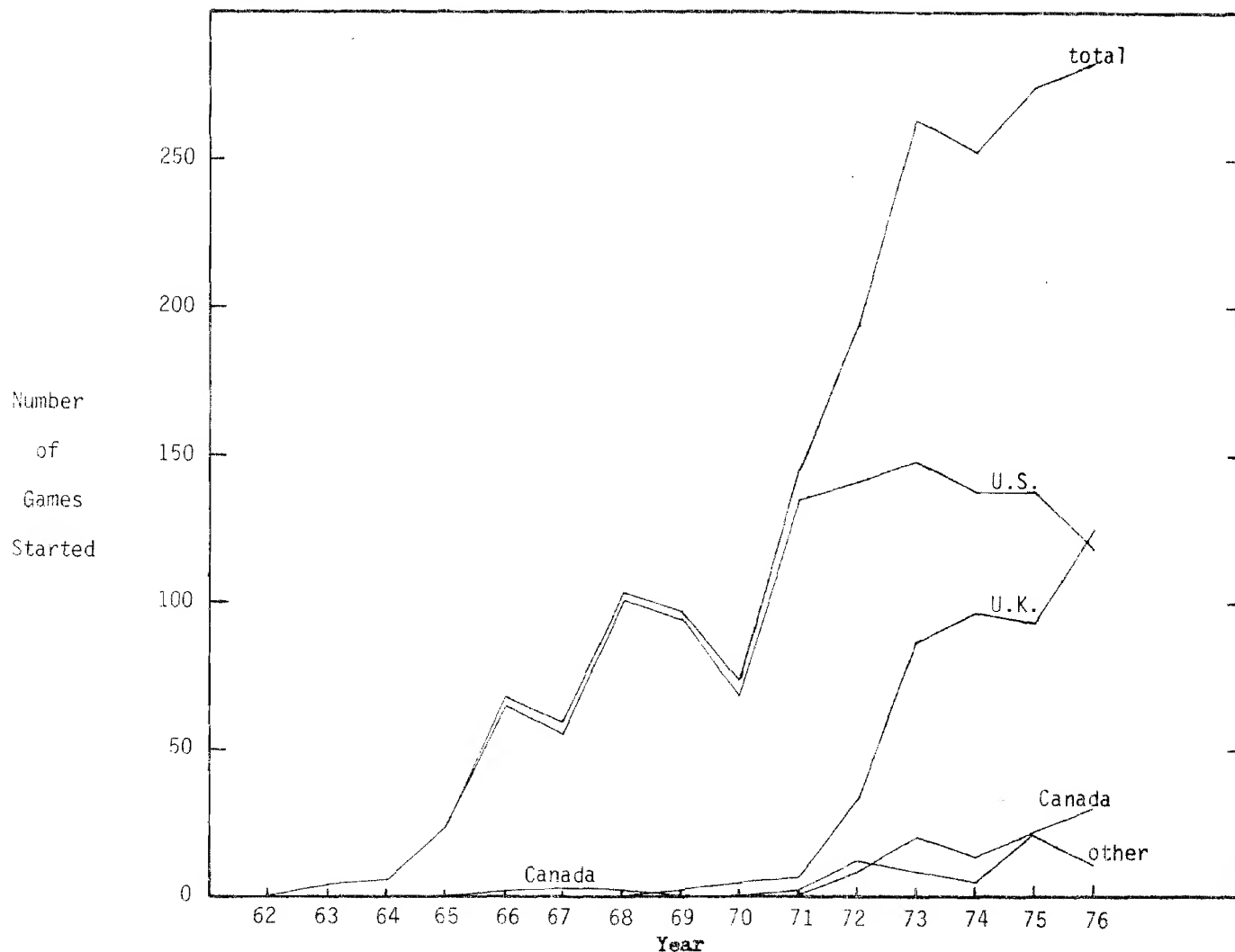
new people entering the hobby.

But why is the Canadian side of the hobby expanding when the U.S. side isn't? The expansion is not great (only a gain of 10 games from 1973 to 1976), but it is real. The expansion has come about for two reasons. Diplomacy has been marketed in Canada in the past few years by House of Games, a Canadian enterprise. This has increased distribution of Diplomacy sets in Canada and provides the Canadian buyer with contacts in his own country. Also, the Canadian Diplomacy zines are all very stable and well run, probably more so than their U.S. cousins. This brings in players from south of the border and gives the Canadian player a place close to home to play Diplomacy.

The growth in the United Kingdom has been the largest of all countries in the past few years and appears to be continuing. I am not as close to the British side of the hobby as to what is happening on this side of the ocean, but I can make a few educated guesses as to what they are doing right. The stability and services provided by the National Games Club, to which the majority of the U.K. players belong, is a major factor in promoting postal Diplomacy in the British Isles. Cooperation with Philmar (who markets Diplomacy in the U.K.) and "Games and Puzzles" (a professional games magazine) in introducing new players to postal Diplomacy has kept the supply of new blood flowing into the British end of the hobby. Add that to the fact that most U.K. zines are excellently edited and produced and it would appear that the rate of attrition in their branch of the hobby is less than over here. Whether this will continue or whether the British are close to the saturation point in finding new people to expand their ranks remains yet to be seen.

Outside of the major postal Diplomacy countries (the U.S., Canada, and the U.K.) 1976 game starts did not show any major gains. In these countries (continental Europe and Australia) the spread of postal Diplomacy has been and continues to be the result of one individual in each country. Walter Luc Haas in Switzerland, Roland Prevot in France, and Ake Jonsson in Sweden provide the only zines in Europe outside of the U.K. Larry Dunning is currently the only publisher in Australia. As noted in my previous article, growth of postal Diplomacy in a country is only guaranteed once there is a group of four or five publishers.

Figure. Game Starts by Country.



Country	BOARDMAN NUMBERS ASSIGNED															Total
	63	64	65	66	67	68	69	70	71	72	73	74	75	76		
United States	3	5	23	66	56	101	95	68	135	141	148	138	138	118	1235	
Canada				2	3	2	0	0	0	8	20	13	22	30	100	
United Kingdom							2	5	7	32	87	97	93	124	447	
Belgium									1	10	2	1	0	0	14	
South Africa									1	0	6	1	0	0	8	
Australia										1	0	0	6	1	8	
Italy										1	0	0	0	0	1	
France												2	2	1	5	
Switzerland													10	8	18	
Sweden													3	0	3	
Total	3	5	23	68	59	103	97	73	144	193	263	252	274	282	1839	
Last Boardman Number Assigned	C	E	W	EP	EG	CY	GS	BU	EN	GK	JC	IR	JN	JV		

This means that postal Diplomacy in these countries still has only a foothold. However, conditions are excellent for expansion with both German and French language versions of

Diplomacy recently arriving on the European market. If these foreign language sets contain information on postal Diplomacy contacts the growth in that part of the world could be



substantial.

But let's get back to the United States. What can we expect for 1977 and why? When I wrote my article in 1976 it was just prior to the announcement that GHI had sold the U.S. rights for Diplomacy to Avalon Hill. Prior to that announcement I didn't see much chance for growth of the postal hobby in the U.S. without vastly increased advertising of the game by GHI. But that sale changed the situation considerably. Avalon Hill has promoted Diplomacy in the style of their other games and that is leading the next major growth period for postal Diplomacy. Now it is just a matter of time.

The sale to Avalon Hill occurred in March 1976. By Origins II (July 1976) they had re-packaged the game into their bookcase format and included a new flyer. This will potentially add thousands of new recruits (Avalon Hill game players) to the ranks of the postal hobby. But the number of game starts in the United States (and North America, for that matter) increased in 1976. Why? The answer is simple: the increase was not seen in 1976 because of the lag time necessary to introduce new players into the hobby. By late autumn 1976 Bert Buchanan reported that the rate of new subscribers to DIPLOMACY WORLD had tripled over summer figures. With Avalon Hill's promotion of DIPLOMACY WORLD this is the first place for a novice to join the hobby. The next place to see an increase will be in the number of game starts for 1977. And this is being observed now. If the present rate of game starts that has been recorded in the first three months of 1977 continues we can expect 200 games to start in the United States this year. This would be almost a doubling of the number of 1976 game starts.

So it appears that we will have a reversal of the decrease in game starts since 1973's peak. Growth should be substantial in the United States, Canada, and the United Kingdom in the next few years. This will put pressure on the organizations in those countries to make the hobby of new players. Countries will be asked to help the novices enjoy their introduction to the hobby. The National Game Association (NGA) and the Canadian Diplomacy Organization appear to be equipped for this task in their respective countries. Internationally, it is less obvious whether or not the International Diplomacy Association will be up to handling this task in the United States. But if the IGA gets organized to provide services such can be done to make the hobby a place where the newcomers feel welcomed and a part of the postal Diplomacy community. This is what the newcomers will expect and that will guarantee continued growth in the hobby for years to come. I only hope that the IGA will take the necessary steps now to live up to these expectations.

## THE SLEEPER

by ADAM GRUEN

Of all the countries of Diplomacy, I believe that France is the most fun to play. It is a country rich with possibilities, while at the same time offers a good chance for survival. I have played one postal game; I played France. I won that game in 12 years, so I feel at least partly qualified to write an article on how to win as France. That, if you didn't already know it, is the subject of this article: How to win as France.

A "Sleeper" is a longshot, or a contender which is ignored for the most part. It is an unexpected thing or event. I feel that this perfectly describes the situation France is in for the most part; a contender hopefully ignored.

Initial strategy is critical for survival, for if France is alone, it gets crushed all too quickly. The French player has a basic decision to make: Anti-English, Anti-German, or Anti-Italian? How much, where, and when? It is clearly a question of priorities.

The first priority is to nail down an Italian alliance, or at least a non-aggression pact. A Piedmont buffer zone is essential--make it absolutely clear to the Italian player that violation of the buffer zone would be considered an immediate stab (Under no circumstances should you move into Piedmont on your own unless you cannot get him to agree on this zone)--which means that neither A MAR nor A VEN will go to PIE on the Spring 1901 turn. If it works, the next step is to assure him that you will not build a fleet in Marseilles. Chances are, if you need an Italian alliance that badly, England or Germany or both are attacking you, and you won't be building F MAR anyhow.

If the Italian player seems hesitant, suspicious, or shy, or all three, then a little push may be required by getting Austria to attack him. Once occupied with Austria, Italy will need your alliance desperately. If Austria seems hesitant about attacking Italy, then convince him by saying you will give a WAR-PIE (that won't). If Austria seems reluctant to ally with Italy, then see if you can't trigger a Russo-Turkish alliance--this will draw away Italy into a state of war, and leave France on the defensive when Russia/Turkey attacks him, or else tie him up in defense of Austria. In either case, he will come begging for an alliance. That's the great thing about playing France--it's a little like a crossword puzzle, since everything ties in with everybody else, eventually--Diplomacy is the name of the game, literally.

Let us assume that Italy has agreed with your Piedmont Proposal. We know that leaves England and Germany. Russia....

English Channel is a good place to declare off limits. If you can set up a buffer zone there, then an English stab becomes less likely. Simply tell him that if he moves F ION-ENG, war is declared, and you shall fight him to the exclusion of all else. Sneaky Diplomacy players hate this sort of Diplomacy--it's too direct, leaves no room for smoke-screen tactics. Either he stabs or he doesn't, finis. Whatever you do, don't move to ENG if you really want the buffer zone.

This leaves Germany. Ah, Deutschland! What to do with the Kaiser is always a big problem for France. A favorite of mine is the old Ruhr-Burgandy buffer zone--with a string attached. If Germany agrees to this, make sure everybody knows it with gossip. Then tell him to move to Ruhr! This can be explained by a nice-guy attitude: "Well, I don't want Belgium, so you can have it" or "It would make a swell support for your move to Holland".

Now, you have a chance to spread the word that Germany has deliberately stabbed you. Since you just told everyone that you had a Ruhr-Burgandy buffer zone, they will be inclined to believe you. It then remains to be seen whether or not it was true. One good thing about having A RUH--it can't move to either PAR or MAR in one turn, whereas an A BUR could.

This also will give you an excellent chance to play A PAR-PIC, despite England's probable warnings against it. An Army in Picardy does wonders for France--either England or Germany will be screaming for your support, and the most lucrative offer gets the support into Belgium. ALWAYS keep your discussions in a low-key, flip-pant way--this will increase the chance of your being overlooked--and using the Sleeper Strategy to maximum effectiveness.

The Standard French move that I use is Plan Iberia: A MAR-SPA, A PAR-PIC, F BRE-MID.

Plan Iberia guarantees you both SPA and POR, if all goes well, and gives you a good chance of getting EEL as well. It is optimum for defense, as will be shown shortly. France is a lucky country in this respect, for it can sit on the fence for two seasons and a build turn, and still be a sleeper! Most countries declare their hands by the first move.

As I said before, playing France is a little like playing a crossword puzzle--by that, I mean that all countries tie in with other countries. For example, if you have an alliance with England, then you don't want Russia to ally with Germany. You can either convince Russia to attack Germany, or, if that fails, convince Turkey to attack Russia. If Turkey is afraid of Austria or Italy, or both, then try to instigate a war between Italy and Austria. Within one paragraph, all the countries have been mentioned.

If all goes well, the situation should be something akin to this: England has F WTH, F DWG, A EDI; Germany has F DEN, A RUH, A KIE;

Italy has A VEN, APU, F ION. You have F MID, A PIC, A SPA. Although the basic unit positions might change, the main picture is still the same. The optimum situation would be for England and Germany to go against each other or Russia, and for the Italians to get involved against Austria or Turkey. A brief listing of various opening strategies is shown below:

#### ENGLISH STAB SUSPECTED

Plan Channel: F BRE-ENG, A PAR-PIC, A MAR-SPA  
Plan Defense: F BRE-MID, A PAR-BRE, A MAR-SPA  
Plan Espania: F BRE-ENG, A PAR-GAS, A MAR-SPA

#### GERMAN STAB SUSPECTED

Plan Safety: A PAR-BUR, A MAR-BUR, F BRE-MID  
Plan 17: A PAR-BUR, A MAR-SPA, F BRE-MID  
Plan Metz: A PAR S A MAR-BUR, F BRE-MID  
Plan Sedan: A PAR-PIC, A MAR-BUR, F BRE-MID  
Plan Belgium: A PAR-PIC, A MAR-BUR, F BRE-ENG

#### ITALIAN STAB SUSPECTED

Plan Piedmont: A PAR-PIC, A MAR-PIE, F BRE-ENG  
Plan Safety: See GERMAN STAB SUSPECTED

#### ENGLISH/GERMAN STAB SUSPECTED

Plan Belgium: See GERMAN STAB SUSPECTED  
Plan Alsace: A PAR S A MAR-BUR, F BRE-ENG

#### ENGLISH/ITALIAN STAB SUSPECTED

Plan Lieberkraut: F BRE-ENG, A MAR-PIE, A PAR-GAS  
Plan Dover: F BRE-ENG, A MAR-PIE, A PAR-PIC

#### GERMAN/ITALIAN STAB SUSPECTED

Plan Safety: See GERMAN STAB SUSPECTED  
Plan Swiss: A PAR-BUR, A MAR-PIE, F BRE-MID  
Plan Flanders: A PAR-BUR, A MAR-PIE, F BRE-PIC

#### ENGLISH/GERMAN/ITALIAN STAB SUSPECTED

Plan Paranoid: F BRE-ENG, A PAR-BUR, A MAR-PIE  
Planned Suicide: F BRE-MID, A PAR-GAS, A MAR-SPA

#### NO ONE REALLY SUSPECTED

Plan Iberia: F BRE-MID, A MAR-SPA, A PAR-PIC

#### INITIATIVE TAKEN

Plan X: Choose one from amongst the "X STAB SUSPECTED" lot.

There are four possibilities for Spring 1901 when dealing with any of the three countries:

- 1) You didn't suspect him and he didn't attack you (Excellent)
- 2) You didn't suspect him and he did attack you (Terrible)
- 3) You suspected him, and he didn't attack you (Not very good)
- 4) You suspected him, and he did attack you (Very good)

We shall take case #1 first, which makes sense. Number one is excellent because the initial plans went through, and even if he does stab you later on, it's going to be a great deal tougher than if he had launched a pre-emptive

strike now.

Number two is terrible because it forces you to abandon whatever glorious plans you may have made, and concentrate on defending your home centers. If England stabbed you, try to get him to convoy to Belgium, aka the delayed German stab mentioned last issue.

Nevertheless, a wise precaution would be to move to Brest with A PIC, and move F MID-POR or SPA(sc). (If the latter, move A SPA-POR). This assures you two builds. If you want to get bold, hold A PIC as he might try to convoy there to set up the 2-1 on Brest in the next season. This has the extra advantage of being able to build F BRE, as otherwise the center wouldn't be open and you would get stuck with having to build armies, or a fleet in Marseilles which would take a year and a half to get into action (and incense the Italians as well).

If Germany stabbed you, he presumably has an army in Burgandy. The absolute safe move would be to move A PIC-PAR, and A SPA-MAR, while F MID-POR or SPA(sc) (The former is preferable, actually, since if GER A BUR-MAR and A SPA-MAR, the stand-off results in A SPA acquiring the center anyway).

If Italy stabbed you, he presumably has an army in Piedmont. You have two options: a) A SPA-MAR, F MID-POR, or b) A SPA-POR, F MID-SPA(sc). Option b assumes that Italy will purposely hold in Piedmont to draw you back to MAR, thus effectively reducing you to one build, and denying you Marseilles as a build spot.

Note that Option a can be changed slightly to move F MID-SPA(sc) on the assumption that A PIE will hold, but why do that if Option b will get you the build anyway? This is an example of the poor tactical play that sometimes results when players do not think things out to logical conclusions. Of course, if you're not interested in both builds particularly, F MID can do a lot of fun things: F MID-WES, F MID-WAF.

Number three is not very good because you now have a rather irate ally (or ex-ally) on your hands, whose buffer zone has been violated and whose centers are threatened. A good French player will talk himself out of a jam anytime, and this is a good place to start. England is an easy country to unstab; Germany is a bit harder; Italy is ironically the hardest because A MAR-PIE is such a blatantly stabbing move. Of course, if you took the initiative purposely, and he didn't suspect you, then suddenly you've got an inverse of case #2.

Number four is very good because it puts you on an eye-to-eye level with your equally sneaky "ally". This is the "gut" Diplomacy we all know and love: Either make peace or punch it out. I've been in a few face-to-face games where I actually found a good ally in an England who mistrusted me and repented; same goes for Germany. In a way, parrying your enemies'

thrust immediately wins a grudging respect for all concerned; just make sure it doesn't happen again.

Some players will set up case #4 to mislead other players in the game; to me, that's a bit like holding a stick of dynamite in one side of your mouth, and a match in the other side--it's safe if you can handle it. This classic "bounce" --F LON and F BRE to ENG, A PAR and A MUN to BUR, or A MAR and A VEN to PIE--can certainly mislead other players, but it can mislead your fellow as well. If it works, great.

Since France is a country that has coast on both southern and northern fronts, and it also has a rather large land contact with the rest of Europe, it is logical to assume that France will do best by keeping parity between fleets and armies. This is not such a strange strategy; England will most likely build fleets and Austria will build armies. I profess to being a parity buff for all nations, since true strength in a game lies in the ability of a player to defend himself without having to rely on other players continually.

Builds for Winter 1901 depend a great deal on the situation, but the normal situation is usually one where France has all centers free and two builds from SPA and POR. Although knowing what to build and where is a matter of experience, below is a reference guide for typical strategies in typical situations:

#### SITUATION WORLDWIDE

Alliance with England, Russia. Italian/Turkish alliance or Russo/Turkish alliance. One build: A PAR; two builds: A PAR, F MAR; three builds: A PAR, F MAR, F BRE.

Alliance with Germany, Italy. English/Russian alliance or Austro-Italian alliance. One build: F BRE; two builds: F BRE, F MAR; three builds: A PAR, F BRE, F MAR.

Alliance with Austria, Turkey. English/German alliance, or Russo/German alliance. One build: F MAR; two builds: F BRE, F MAR; three builds: A PAR, F MAR, F BRE.

Building an army in MAR is a definite possibility in the threat of a German and/or Italian invasion. Building an army in Brest is somewhat weak, but acceptable if the tactical situation calls for a stiff defense of Paris, or if you need support into Picardy for one reason or another.

France has an extremely pliable position in the middle-game, it can do virtually anything. For example, using the standard Iberia plan, the Fall 1901 moves should be A PIC-BEL, A SPA-POR, F MID-SPA(sc). Or, if the situation calls for it, A PIC S either A EDI or A RUH to BEL. The advantage to this unit placement is twofold: First, F SPA(sc) can go to MID or WES, or even to GLY. The first choice presupposes an English stab or delayed stab. The second choice sets up

an interesting attack on Italy: Build F BRE, and then in Spring 1902, F BRE-MID while F SPA (sc)-WES. A POR can hold or go to SPA. The Italians will have A TUN if playing a Lepanto (An anti-Turkish opening whereby A ROM-APU in Spring 1901, then convoys to Tunis in Fall 1901), or a F TUN if otherwise. If the Italians get involved in the Balkans, with a move like F ION-GRE or AEG in Fall 1901, the proposed French attack becomes even more alluring. In Fall 1902, the French player can play either A SPA-NAF, F MID C A SPA-NAF, F WES-TUN, or F MID C A SPA-NAF, F WES S A SPA-NAF, thus setting up a 2-1 on Tunis in Spring 1903, or F WES-NAF, F MID-WES with the intention of F WES C A SPA-TUN, F NAF S A SPA-TUN in Spring 1903. The more direct approach is A SPA-TUN, F WES C A SPA-TUN, F MID-NAF. The possibilities become staggering, especially if you built F MAR also in Winter 1901.

Secondly, F SPA(sc) can make a quick reverse, going to MID and then attacking the English. A Portugal, meanwhile, can go to SPA awaiting a convoy to parts unknown, or head for MAR to defend France or attack the Italians. In some cases, a German Army which has sneaked into BUR will go to GAS to set up further attacks; this makes A POR-SPA a necessary move, assuming that you played A SPA-POR in Fall 1901 anyway.

Long term strategy depends on what the other players are doing. The best middle-game strategy is to look at the entire board and attempt to figure out how each alignment will affect you. After analyzing each country, figure out who is going to get squashed--and hit him first. A Franco-German alliance can be worked out to good advantage; destroy England within three to four years, and get the Germans to go attack the Russians. If the Austrians are powerful and the Italians weak, hit the Italians and ally with the Turks simultaneously. France cannot win if it does not keep its "allies" away from it. Therefore, some good ideas are:

- 1) Get England to attack Russia.
- 2) Get England to attack Germany, and get Russia to attack England after that.
- 3) Get Germany to attack England, and get Germany to attack Russia after that.
- 4) Get England and Germany to attack each other.
- 5) Get England and Germany to attack Russia, and then have them attack each other.
- 6) Get Italy to attack Austria, and then get Turkey to attack Italy.
- 7) Get Austria to attack Italy, and then get Turkey to attack Austria.
- 8) Get Austria and Italy to attack Turkey, and then get both of them to attack each other.

Notice that none of these strategies involves actually attacking somebody else; the Sleeper strategy lets other people do the dirty work while you pick up any loose centers floating around. If the situations don't materialize, then you may have to take the initiative,

but make sure that when you attack somebody else, such as Italy or England, that you coordinate the attack with Austria or Germany.

Franco-German alliances usually fall apart when you reach ten centers or so; either Germany gets wary of you and pulls the stab, or else a Russo-Turkish or Russo-Austrian alliance slams into him and you join the fun (or else the Germans with A RUH and A BUR, and send your fleets up north quickly to prevent the Russian steam-roller from squashing Germany and you to follow). Just make sure that you pull the stab on him first if you see that he is running out of centers to take.

Franco-Italian alliances usually fall apart after you have finished off England, or he has finished off Austria. I don't like Franco-Italian alliances because inevitably, Germany and Italy get together and squash you. Should this look like it's about to occur, get together a Russo-Turkish or Russo-Austrian alliance as fast as you can, and have them slam into Germany/Italy. If Russia and Turkey start fighting with each other, it's all over for you unless Germany and Italy are stupid.

Franco-English alliances last the longest because the avenues of attack are most easily defined. He takes the North road, you take the South road, and you meet sometime in the tenth year. When you feel he is properly absorbed in Russia, pull the stab and build fleets. If you are good and lucky, he won't know what happened and it'll be all over with a big eighteen for France.

One word of caution for the middle and end games; like Chess, Diplomacy is a game where you remove the defender by knocking out his support. If you attack or are being attacked by a country, find out who his biggest enemy is and ally with that country. If you play slowly, cautiously, and above all, stealthily, you will win more often than not. Vive la France and Adieu. Next ish, PART FOUR: GERMANY, UBER ALLES.



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# NEWS FROM BRIXTON

by PETE BIRKS

As Claud Cockburn once said, 'News does not lie around in nuggets, just waiting to be picked up and reproduced. News is a very subjective item, that has, in a sense, to be created.' Too true, too true indeed. Hence the screams of 'Bias!' at me, no matter what I write, but we carry on. These things are sent to try us.

Der Garvey (22 McDonagh Road, Ballyphehane, Cork City, Eire) is trying to collate a list of all variants available in England. In a sense he is doing what Michel Feron once did (when still active) in the first issue of Miller Time. It is interesting because Der only intends to include 'active' variants, ignoring such things as Middle Earth XVIII Mk 5(b) etc., which have as much chance of being played as a Deep Freezer Hypermarket has of being set up in Hell.

Sauce of the Nile is a new zine from Richard Bartle (6, The Crescent, Hornsea, East Yorkshire, HU18 1SW, England) with game fees of 50p plus 50p deposit. Costing 0.4p per side plus postage, he is willing to run any game for which there exist rules and enough willing players. He will trade with 'anyone'.

The Norms is expected to appear on year.... surely the slowest zine in history.

North American matters seem to be picking up with the National Games Club. Perhaps this is a result of the Avalon Hill 'Take over the world through games' plan, but interest from your side of the puddle is increasing dramatically. In the latest Monthly Bureaucrat, the newsheet from Nicky Palmer, GenSec of the NGC, there is news of Ralph Morton (173 Irving Avenue, Ottawa, Ontario K1Y 1Z6, Canada) undertaking to look after NGC members in North America. Bob Cornell and Randolph Smyth are also willing to GM games over there. These three have virtual 'carte blanche' to develop the NGC (now the International Games Club for overseas affairs, but remaining the National Games Club in Britain) as they wish. The NGC will help where they can (Ads in DW and Services already provided) but will not interfere.

Speaking of which, the NGC at last has a draft constitution (not had after four years' existence) which will be ratified at the next elections, and it is becoming clear that the club is moving onto a far more formal basis than has existed so far. All this material can be obtained by dropping a line (and a dollar or two) to Phil Stutt, 10 Muller Road, Bristol 7, England, who prints Monthly Bureaucrat, and also his own zine, Japhidrew.

Roll Call is the new list (old list by the time this is printed!) of game openings, taking

over from the farce that was Game Openings 'A' and Game Openings 'B'. It is now a comprehensive listing of all European publications, and is co-produced by Pete Swanson and Walter Luc Haas. A copy is obtainable from our very own Americophile, Pete Swanson, Jesus College, Cambridge, CB5 8EL, England).

Callimaufry is a zine from Marcus Umney-Boote (I kid you not!) who wants to playtest a massive new variant creation. Write to him for details at 3, Exeter Place, Guildford, Surrey. His game contains things like Radiation factors and Mutants, Laser Cannons, Agricultural Units and much MUCH more. You must be mad.....

By the time you read this the second Games Day (organized by Games Workshop, see your sixth-page ad in DW now) will have come and gone, at Chelsea Town Hall, in the famous Kings Road. This is a really popular event, and I think some main American cities could follow on from this example - it brings a lot of new people into the hobby.

Folded is Yggdarsil, all games rehoused fairly quickly, and married (according to rumor) is Jeremy Maiden, who discovered that newly-weds have better things to do than produce massive Dippy zines. Out are The Finishing Touches 24 and 25, a complete record of all finished British Diplomacy games, a must for archivists and ratings freaks. Available, along with Mad Policy, if you so desire (and you should so desire) from Richard Walkerdine, 45 Chapel Grove, Addlestone, Surrey.

The zine bank is an NGC service, available to all and sundry, whereby, by sending a large envelope and enough cash for return postage, you receive samples of British zines. This is well worth a try if you are thinking of subbing to some British zines and would like to get some idea of what is around. Available from Tim Roberts, 85 Elers Road, Ealing, London, W13 9QB, England.

Finally, a plug for myself (such self-indulgence). I produce a magazine called Greatest Hits, costing 1p a side plus postage (averaging 16 legal-sized pages per issue). With a price held constant since 1974 (not difficult with the slide of the pound!) Greatest Hits is very much a chat zine, suited to the reader with wide-ranging interests as well as gaming fanaticism. I like to think of it as the English equivalent to Claw and Fang or Paroxysm, but maybe I'm fooling myself. I am at Darwin College, University of Kent, Canterbury, Kent, England. It's now midday, the bar is open, I'm thirsty, so I'm going. Bye.

\* \* \* \* \*



# A NOVICE HANDBOOK

by LEW PULSIPHER

A great many new people are coming into contact with our hobby. Some of us believe this will lead to a major increase in the number of postal players; my opinion is that most of the new people are interested in strategy and tactics for face-to-face play, and won't play by mail. At any rate the experienced hobby people ought to do something to help the newcomers, if only so they can understand Diplomacy World. Many have identified the need for a Novice Handbook, but so far as I know no one has begun the project. Unfortunately I am in no position to produce one here (London), but I present the following outline suggestion in hopes that someone will become interested in doing the job. Novices reading this might write to Walt and tell him what they think of the idea and of the details of the outline.

## I. Basic explanations

Material similar to that in Cepheids and its predecessors--answer basic questions novices ask, how does one join a game, what is the procedure for gamesmastering by mail, what should one look for in zines to indicate reliability, etc.

## II. Jargon: terms and abbreviations

Define the special language which is second nature to experienced player but Greek to novices: IDA, NGC, ENG, MNC, PDC, OGP, WVB, GRI, Lapanto opening, etc. Note how Adam Gruen referred to the Lepanto and Marseilles openings in his article on playing Austria without any further explanation. A novice, the one most likely to gain something from yet another how to play article, wouldn't understand what Gruen was talking about. Historical terms such as TDA should be included even though their referents no longer exist, because the terms still pop up in articles.

## III. Hobby history

This will help novices understand the nature of the hobby, and also make references in DW and elsewhere understandable.

- foundation by SF fans, beginning of BN and MN
- wargame fan influx, beginning of organizations
- GRI flyer influx, IDA vs. TDA, DW founded
- AH ownership

## IV. Tips on play

These should be relatively unsophisticated. The object is to give the reader an idea of how a good player operates, what points he should look for, what constitutes good play, not to overwhelm him with intricacies and esoterica.

- openings for each country--not "how to win" but enough to give the reader an idea of what openings are common and why; some statistics might help. The idea is to save the reader from making a fool of himself.
- tips on negotiating style and format (for

example, don't pretend you're really the Tsar or foreign minister or whatever, since this is confusing and leads to mistrust of your motives)

- tactical overview--i.e. short term positional play. Attacking in order to defend, setting up temporary stalemate lines, etc.
  - strategic overview--i.e. long term positional play. The two spheres with Italy in the middle, strengths of the countries, sea vs. land power, expansion routes, unlikely alliances (e.g. Aus-Tur)
  - discussion of common stalemate lines and their relation to strategy and tactics
- V. Possible rule problems (very brief)
- VI. Annotated game (if there's room)  
Two or three different annotations with varied conclusions and points of view would be ideal, both to eliminate the godlike authority of a single annotator (seen from a novice's point of view) and to show that not everyone agrees about how the game ought to be played.
- VII. A brief inserted poll/survey to be returned to the distributor of the handbook, intended to discover just who is coming into the hobby, by what routes, for what purposes (postal play? FTF strategy and tactics?)

There is not much already written which could be used in the handbook without change, but a great amount of material could be adapted through bridging and abridging by the editor. Some things would have to be written specially for the handbook.

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# BROBDINGNAG RATING LIST

BY JEFF POWER

The BROB Rating List is maintained and edited by Jeff Powers, 300 Winston Drive, #309, Cliffside Park, NJ 07010. Inquiries and complaints should be addressed there. The list is published exclusively by Walt Buchanan for DIPLOMACY WORLD.

For the benefit of the unfamiliar, the BROB Rating List orders players by a percentage score determined from the expression  $\% = 50 + 50(S/6N)$  ( $1 - \frac{1}{2}N$ ),  $N$  is the number of completed regular postal Diplomacy games for which that player is the player of record,  $S$  is the cumulative score in points from those  $N$  games. In each game, a player receives one point from every player having done more poorly than he and gives away one point to every player having done better. Players performing equally well exchange no points.

Performances in games are ordered as follows: win, draw, survival according to the number of supply centers/units, elimination according to the season and year. Hence, the winner's score in a game is always +6, the third eliminated player's is -2, and so on. The term  $(S/6N)$  then is a player's adjusted average score per game. The term  $(1 - \frac{1}{2}N)$  is a correction for the wide variances that occur in the average scores of players rated on the basis of but a few games; it approaches one as  $N$  increases, dropping out entirely for this purpose when  $N$  exceeds eight. A typical entry in the list might read: 62.5 2 + 4 John Doe (W). From left to right are the percentage score,  $N$ ,  $S$ , name and

the number of wins.

When a country is played by one or more replacement players, the player of record is determined as follows. Any score of -2 or less is credited to the original player; any score of +2 or greater is credited to the latest replacement player; a score of -1, 0, or +1 is given to a replacement player only when it improves his percentage score, otherwise it goes to the original player.

This list is to include only active players and is limited to North American players and those foreign players who play regularly in North American magazines. Since it is impossible for any one person to know who is and is not active, any assistance in correcting this aspect of the list will be much appreciated. Only players who have completed more than one game as of Everything #31 are rated.

Included in this listing are the results of 774 postal games as follows: SRE/31 plus games 1966EM, 1967AY, 1968AC, AY, BU, CG, 1969AE, AZ, EX, CE, 1970C, and 1973O.

## Country List:

55.9	774	+554	France	(74W)
54.1	774	+379	England	(73W)
52.6	774	+242	Turkey	(73W)
49.4	774	-57	Russia	(121W)
48.0	774	-186	Italy	(54W)
47.9	774	-193	Germany	(83W)
42.1	774	-729	Austria	(78W)

## Top Board:

97.2	9	+51	Walt Buchanan	(7W)
91.7	14	+70	Mike Rocamora	(7W)
88.9	3	+16	Baldwin Minton	(2W)
88.9	3	+16	Larry Moran	(2W)
87.5	2	+12	Robert Eisen	(2W)
86.4	3	+15	J. Van De Graaf	(W)
85.9	13	+56	Joel Klein	(3W)

## Second Board:

84.2	6	+25	Steve McLendon	(2W)
84.0	3	+14	Scott Bennett	(W)
83.3	9	+36	John Boyer	(4W)
83.2	4	+17	M. Beyerlein	(2W)
83.2	4	+17	Doug Ronson	
82.3	5	+20	M. Lariton	(3W)
82.3	5	+20	Randolph Smyth	(2W)

## The Rest of Us:

The Rest of Us:													
				79.3	4	+15	Zane Parks	75.8	5	+16	David Forte (W)		
81.7	10	+38	Arnold Vagts (2W)	78.7	9	+31	John McKeon (2W)	75.4	4	+13	Hollshwandner (W)		
81.6	3	+13	D. Malaquist (W)	78.4	37	+126	A. Phillips (11W)	75.4	4	+13	Lowell White (W)		
81.3	4	+16	Jim Barber (W)	78.1	2	+9	Patricia Efron	75.0	2	+8	Dan Gallagher (W)		
81.2	2	+10	Donald Bingle (W)	78.1	2	+9	Ralph Morton (W)	75.0	2	+8	Martin Maasel		
81.2	2	+10	L. Kendter Sr. (W)	77.3	29	+95	D. Beyerlein (11W)	75.0	2	+8	Rick Solomon (W)		
81.2	2	+10	David Reynolds (W)	77.3	11	+36	Donald Pitsch (4W)	75.0	2	+8	Bill Stafford (W)		
80.7	7	+26	Robert Correll (W)	77.0	8	+26	Rick Loomis (2W)	74.8	8	+24	Tom Berendt (3W)		
80.0	10	+16	John Fleming (4W)	76.7	3	+11	Charles Maylen (W)	74.8	7	+21	Mark Zimmerman (W)		
79.6	9	+32	Schlickbernd (W)	76.7	24	+77	Verheiden (W)	74.7	78	+231	Ron Kelly (14W)		
79.5	13	+46	John Stevens (2W)	76.7	3	+11	R. Wartenberg (W)	74.3	3	+10	Jim Benes (W)		
79.3	4	+15	John Baker	75.9	8	+25	Gary Peterson	74.3	3	+10	Len Howard		

74.3	3	+10	Howard Mahler (W)	59.1	79	+86	Edi Birsan (15W)	46.1	4	-2	Peter Walker
74.3	3	+10	Nina Pawlak	58.2	8	+8	Dave Scott	45.9	6	-3	Gary Burce
74.3	12	+35	Jeff Power (4W)	58.1	5	+5	Jerry Rogowski (W)	45.9	6	-3	Ray Heuer
74.2	5	+15	David Tutacko (W)	57.8	4	+4	Len Scensny (W)	45.2	7	-4	Robert Keathley
74.2	5	+15	Paul Wood (W)	57.8	4	+4	Robyn Smith	44.1	4	-3	Bill McDonough
73.9	15	+43	Harry Drews (W)	57.3	3	+3	Steve Cook	44.1	4	-3	Steve Nozik
73.6	7	+20	Bill Klitzke	57.3	3	+3	Tom Hubbard	43.8	2	-2	Brian Clogg
73.4	4	+12	Barry Enyon	57.2	8	+7	Bill Drakert	43.8	2	-2	Keith Dahnke
72.9	2	+7	Dennis Goldston	57.0	19	+16	Bill Osmanson (W)	43.8	2	-2	Richard P. Johnson
71.9	3	+9	Steve Peluso	56.8	11	+9	Doug Dick	43.8	2	-2	Michael Stewart
70.5	6	+15	F. McIlvaine (W)	56.8	6	+5	Dieter Loerick	42.9	20	-17	Greg Warden
69.5	4	+10	Allan Calhauer (W)	56.5	14	+11	Richard Swies (W)	42.2	4	-4	Gene Giltner
69.4	3	+8	Fred C. Davis (W)	56.2	2	+2	David Grabar	41.8	7	-7	John Hulland
69.4	3	+8	Joe Hrbek (W)	56.2	2	+2	Mike Hinnon	40.6	2	-3	Don Hinton
69.4	3	+8	Duncan Smith (W)	56.2	2	+2	J.J. Meehan	40.6	2	-3	Bruce Martin
69.4	3	+8	Roy Thomas	56.2	2	+2	John Mirrassou	40.3	3	-4	Eric Goldberg
69.4	3	+8	John Torrey	56.2	2	+2	Jeffrey Topper	40.2	4	-5	Andy Meier
68.9	7	+16	Hollingsworth (W)	55.9	4	+3	Greg Greer	39.5	7	-9	David Truman
68.8	2	+6	Pat Allen	55.8	13	+9	Blair Cusack (3W)	38.5	24	-33	Dan Brannan
68.8	2	+6	Donald Devitt	55.7	16	+11	Tim Tilson (4W)	38.3	4	-6	Roger Cooper (W)
68.8	2	+6	Tom Kissner	55.5	6	+4	David Fujihara	37.9	3	-5	Jeff Barber
68.8	2	+6	Brian Johnston	55.1	8	+5	David Davies	37.5	2	-4	Ron Keeping
68.8	2	+6	Gil Neiger	55.1	8	+5	John Weswig (2W)	37.5	2	-4	John McBride
68.8	2	+6	Robert Sacks	54.9	3	+2	Jim Bumpas	37.5	2	-4	Walter Torrey
68.8	2	+6	Tony Watson	54.9	3	+2	Tony Kniaz	35.8	7	-12	John Morgan
68.8	2	+6	John Wolfskill	54.9	3	+2	Terry Lucero	35.5	3	-6	Eric Davison
68.1	12	+26	Brad Payne (W)	54.9	5	+3	Mark Murray	35.5	3	-6	William McCullam
67.4	12	+25	Terry Knowles (W)	54.5	11	+6	Rudy Tatay	35.5	3	-6	Bob Moore
67.0	3	+7	Don Blasland	54.1	6	+3	David Staples	34.4	2	-5	Jim Carson
67.0	3	+7	Alan Cathcart	53.9	4	+2	Peter Bennett (W)	34.4	4	-8	Buz Eddy
67.0	3	+7	David Claman	53.9	4	+2	Matt Diller (W)	34.4	2	-5	Gus Ferguson
67.0	3	+7	Henry Kelley	53.2	5	+2	L. Gillespie	34.4	2	-5	Neil Langham
66.5	7	+14	Steve Hall (W)	53.1	2	+1	Fred Hyatt (W)	34.4	2	-5	Matt Schaut
66.2	5	+10	Mike Beavers (W)	53.1	2	+1	Malcolm Leytham	34.4	2	-5	Darrah Whitaker
65.6	2	+5	Gary Carlton	53.1	2	+1	K.L. MacDonald (W)	33.0	3	-7	Tom Kistler
65.6	2	+5	David Holmes	53.1	2	+1	Larry Valencourt	31.2	2	-6	Dennis Kelsey
65.6	4	+8	Harley Jordan (W)	53.1	2	+1	Bruce Webb (W)	31.2	2	-6	Frank SanMiguel
65.6	2	+5	Tom McCarthy	52.4	3	+1	Robert Beasecker	30.1	34	-81	M. Gemignani (W)
65.1	26	+47	Steve Brooks (5W)	52.4	7	+2	Ron Gorski	28.1	3	-9	Adam Gilinsky
64.6	28	+49	Len Lakofka (5W)	52.4	14	+4	Jeff Key (2W)	28.1	3	-9	Leo Plotkin
64.5	3	+6	Gary Behnen (2W)	52.4	3	+1	Jim Lawson (W)	27.1	2	-7	Andre Boulanger
64.5	3	+6	Peter Berggren (W)	52.2	26	+7	John Hendry	27.1	2	-7	Gary Moore
64.5	3	+6	Dave Kadlacek (W)	50.0	2	0	Jim Diehl	25.0	2	-8	Jay FaccioIo
64.2	10	+17	Walter Blank	50.0	2	0	Steve Doubleday	25.0	2	-8	Herb Greenlee
63.7	4	+7	Jerry Ripperda (W)	50.0	2	0	James Garzillo	25.0	2	-8	Mitch McCormick
62.5	2	+4	Joe Dorchack	50.0	3	0	Dennis Klein	23.3	3	-11	Marshall Haller
62.5	2	+4	Russell Fox (W)	50.0	5	0	Terry Lachcik	22.7	4	-14	Scott Robinson
62.5	2	+4	Steve Parks (W)	50.0	2	0	Karl Scheutz	22.7	4	-14	Dennis Turner
61.9	14	+20	D. Lagerson (2W)	50.0	2	0	Phil Senn	21.9	2	-9	Philbert Fry
61.7	4	+6	Larry Doble	50.0	8	0	Brad Smith (W)	21.9	2	-9	Don Kellogg
61.7	4	+6	Richard Greenwell	50.0	3	0	Eric Vansteel (W)	21.9	2	-9	John Soares
61.7	4	+6	Chip Wingate	50.0	3	0	Mike Williamson	20.7	4	-15	Peter Shamray
61.5	10	+13	Robert Lipton (W)	48.6	6	-1	Steve Ball	18.8	2	-10	Bob Delyzer
60.6	11	+14	John Leader	48.6	6	-1	Arnold Groujansky	18.8	2	-10	Mark Gallow
59.8	4	+5	Eric Robinson (W)	48.0	17	-4	William Glum	18.8	2	-10	Tom Guggenheim
59.7	3	+4	Kevin Gallagher	47.6	3	-1	Douglas Reif	18.8	2	-10	Scott Pfalts
59.7	3	+4	Al Gardiner	47.3	6	-2	Bruce Chamberlain	18.8	2	-10	William Rakowski
59.7	5	+6	Ed Kollner	46.9	8	-3	John Carroll	15.6	2	-11	Roger Minson
59.6	13	+15	Don Horton (2W)	46.9	8	-3	Richard Kovalcik	12.5	2	-12	Jerry Montgomery
59.4	2	+3	Greg Gostikyan	46.9	2	-1	Eldon Nichol	12.5	2	-12	Ken Muszynski
59.4	2	+3	Gary Leppert	46.9	2	-1	Kenneth Potts	11.3	5	-24	Terry Paul
59.3	8	+9	David Ayres	46.8	5	-2	Russ Nekorchuk	10.9	4	-20	Chuck Boler
59.1	21	+23	Herb Barents (W)	46.1	4	-2	Jonathan Jacobs	6.3	6	-32	Rick Stuart

# VARIANT INFORMATION

by CONRAD VON METZKE

The group name 'World Variant Association' (WVA) has been bounced around the hobby press quite a lot these last months, and several strange rumors have attached to those mentions. Predominant among the comments has been the one about how the WVA is quite dead. In a sense this may have been true for a while, but it is no longer so.

The WVA, which originally operated under the major leadership of Jeremy Maiden of Wales, is a 'non-organization' devoted to service projects in the furtherance of variant games. Since Jeremy has dropped out of the hobby now, the WVA has rather languished in inactivity, but it is currently undergoing a strong revival with quite a brace of solid, interested workers and a whole host of proposed projects to be dealt with. There is no formal membership roster, and there are no constitutions or by-laws or elections or any other such stuff; rather, there is a fairly informal 'meeting of the minds' atmosphere which is intended simply to get interested workers involved in projects. In a sense, WVA revolves around the World Variant Bank of Walter Luc Haas; in another sense it doesn't, inasmuch as the current revival is being directed by the present writer, who urges any interested party to get in touch with him to offer his/her services. (My address is P.O. Box 626, San Diego, CA 92112, USA).

Projects currently under discussion include:

1. A reclassification of all variants into a form of library catalogue system, such that similar variants can be grouped together and all can be readily identified by informative catalogue numbers. This project is all but completed, and when finalized will be adopted by at least two of the active variant banks.

2. A collection of 'variant reviews', or descriptive analyses of all known variants in capsule format, to be published as an entity and/or dribbled into print in Diplomacy World and Talabwo (the WVA journal).

3. The formulation and publication of a Variant Handbook (and possibly a series, depending on response to the first) which will include some capsule reviews, several better variants in full publication form, articles and miscellaneous commentary. This project is the brainchild of Jim Hymas and Cal White of Toronto.

It bears repeating from time to time that there are four variant banks active, from which maps and rules for various games can be obtained at a small cost. The banks are:

WORLD VARIANT BANK. Walter Luc Haas,

Postfach 7, CH-4024 Basel 24, Switzerland. The most complete and most active of the four, Haas' bank has virtually every variant known. Lists are available. Very reliable.

UNITED KINGDOM VARIANT BANK. Hartley Patterson, 'Finches', 7 Cambridge Road, Beaconsfield, Bucks., HP9 1HW, U.K. Stocks from two to three dozen of the most popular variants, plus some new designs on a trial basis. Inexpensive. Lists available. Very reliable.

AUSTRALIAN VARIANT BANK. Larry Dunning, 46 Holmesdale Road, West Midland 6056, Perth, Western Australia. A new and growing collection, run by a very eager man. Collection now numbers about 40 items, mainly new and/or popular. Inexpensive. Very reliable. Lists available.

NORTH AMERICAN VARIANT BANK. David Kadlec, Box 802, University of Santa Clara, Santa Clara, CA 95053, USA. This collection is very nearly complete for variants designed before 1976; additions since then unknown. No lists are available, so you'll have to know what you want before you order. Inexpensive, but no price lists exist and inquiries are not always answered, so you'll have to estimate. As far filling specific orders and honesty in handling money, very reliable.

## DIPLOMACY WORLD INTERNATIONAL VARIANT DESIGN COMPETITION

Entry deadline 30 Nov. 77

The objectives of this competition are to obtain high quality material for publication in Diplomacy World (circulation over 700), to promote careful, logical variant design, and to reward and recognize variant designers. Any unpublished variant may be entered. Entries must include an English translation if the original is in another language, and it will be necessary to judge the entry on the basis of the translation. Each entrant agrees, by the act of entering the competition, to permit first publication of a winning variant in DW. Designers retain all other rights. It is not required that entries be "playtested", though such aid is permitted and encouraged, so long as the variant is not publicly distributed in printed form. Variants designed by more than one person are acceptable, and there is no limit to the number of entries that may be submitted by any designer. Each entry must include return postage if the

designer wishes it returned when the contest is over.

Due to the impracticability of forming a judging panel among which each entry would have to be passed by mail, and because the first objective is to acquire material for Diplomacy World, the sole Judge will be the W Variant Design Editor and organizer of the competition, Lew Pulsipher. All decisions and interpretations of the Judge will be final.

It is impossible to exactly describe judging criteria. However, completeness and clarity of rules are very important, since no variant is worth much if it cannot be played owing to understand rules. Play balance is also very important, that is, each player should have as much chance of winning as any other. A game in which one player has much smaller or larger chances of winning will be severely penalized. Originality is desirable, but it should be remembered that using old forms in new ways is as original as devising new forms. Finally, where variants are equal in other respects those designed for a variety of numbers of players, and which may be played both face-to-face and by mail, will have the advantage. All entries must be playable face-to-face, without a gamesmaster. No revisions of previously published variants will be considered.

Variants may be entered in one of four categories, but only one category per variant. In borderline cases the Judge will assign the entry to a category. The four are:

- a) science fiction or fantasy, excluding Tolkien-based games
- b) historically based variant using a new board
- c) variant using the standard board with rules

less than 1,250 words

d) Open. Any variant not covered in one of the above is permitted, again excluding Tolkien. For a variety of reasons Tolkien based variants are completely excluded from the competition.

Prizes. The most valuable prize, of course, is the large circulation a winner will obtain for his variant. Also, on a more or less random basis I have asked several publishers to contribute prizes. I hope some who were not asked will add to the list. The distribution of prizes among the winners will be determined by winners' preferences and geographical locations.

Four Science Fiction and Fantasy Variant Packages  
(L. Pulsipher)

Two one-year subscriptions to Diplomacy World  
(W. Buchanan)

Two half-year subscriptions to Dolchstoss  
(British National Games Club)

Subscription to Bumm or some variants from the  
Continental European Variant Bank  
(W. L. Haas)

Twelve issue subscription to Vortigern  
(R. Prevot)

One year subscription to Mad Policy  
(R. Walkerdine)

Ten issue subscription to MATS (P. Swanson)  
£1.50 worth subscription to Chimaera (C. Booth)  
Selection of variant printed in past Bushwacker's  
(F. Davis Jr.)

Note that the first five listed represent four countries, and Britain has contributed a larger number than any other country.

Send entries to L. Pulsipher, London House,  
Mecklenburgh Square, London WC1N 2AB, UK

## VARIANT DESIGN

It's rather surprising that more variants haven't been designed from the fantasy stories that enjoy popularity these days. Tolkien's epic has been the only such source for much intensive gaming interest. And yet there are numerous other story sequences that lend themselves quite nicely to adaption into a Diplomacy variant.

Jim Peters of Phoenix, Arizona, is here dealing with the Conan, the Barbarian scenario invented and chronicled by Robert E. Howard. The emphasis in the game is on adherence to the story sequence, and for this reason the rules are written in an outline style. When played by post, I would tend to expect the game to offer much opportunity for press writing; that is another way of saying that one's enthusiasm for the game will probably increase in direct proportion to one's interest in the Conan epic.

Hyborean Diplomacy has been extensively

play-tested in Phoenix, and the present printing is actually the second version. In its original form, Vendya played with a special characteristic (derived from Dick Vedder's 'Jihad') that is worth mentioning: In this format, Vendya's five home centers (the provinces numbered 1-5) were impassable to all save the Vendyan player; all units located in these provinces were a secret from all but the Vendyan player; and Vendya could have an unlimited number of units in any of these provinces at one time (of course, limited by the number of centers which he owned). Apparently the play-tests indicated that this characteristic placed the Vendyan player in a bit too strong a position - a look at the map will reveal that Vendya is already quite strong anyway - and so the rule was dropped. However, the 'hidden unit' feature is more in keeping with the Conan books, so purists may wish to restore it, accepting the inevitable loss of balance.



In my view this is an exceptionally well-designed game. It has weaknesses, of course; principally, I think the 'Additional Forces' (i.e. Gamesmaster pieces) section ought to be dispensed with. The immobile forces portion of this rule is rather inconsequential, but the mobile forces can obviously cause huge problems when it comes to having an 'impartial' gamesmaster. I have altered this particular point quite substantially (for instance, the support limitations are entirely mine) in order to mollify the effect of this problem, and I would like to see the rule dropped altogether; but again, there is the little matter of faithfulness to the story. If players wish to retain some 'accuracy', and don't mind the impartiality problem, then there is no reason at all why the rule cannot remain in the game. To restore the exact original sense of the 'mobile units' portion, delete the last three sentences as printed, with the understanding that the second of the three is implicit in the original.

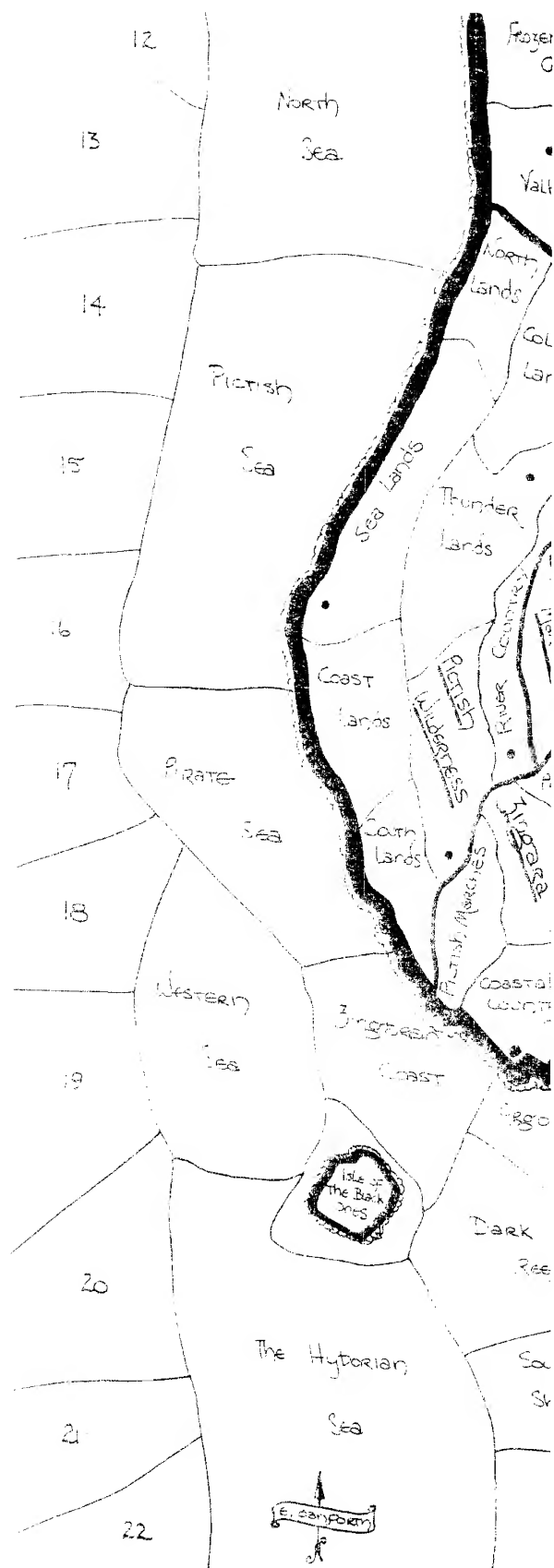
All of this may leave the reader with the impression that Hyborean Diplomacy is a bad game, with lots of weaknesses and insufficiently organized. I strongly disagree. What it is, is a game conceived in a very fluid manner, without the usual rigid parameters that exist for most variants. Players will have a certain freedom of play not usually found in a game of this sort, and this is in no way a negative feature; if anything, I would think it would enhance the enjoyment. (Concededly, tacticians will be appalled; but then, this is not a game for the pure militarist. There is, in fact, one very rigid parameter; Hyborean Diplomacy cannot possibly be separated from the books that inspired it. If you have no interest at all in the Conan stories, or works of that genre, you have probably wasted your time reading this far - unless, of course, the game piques your interest in the books!)

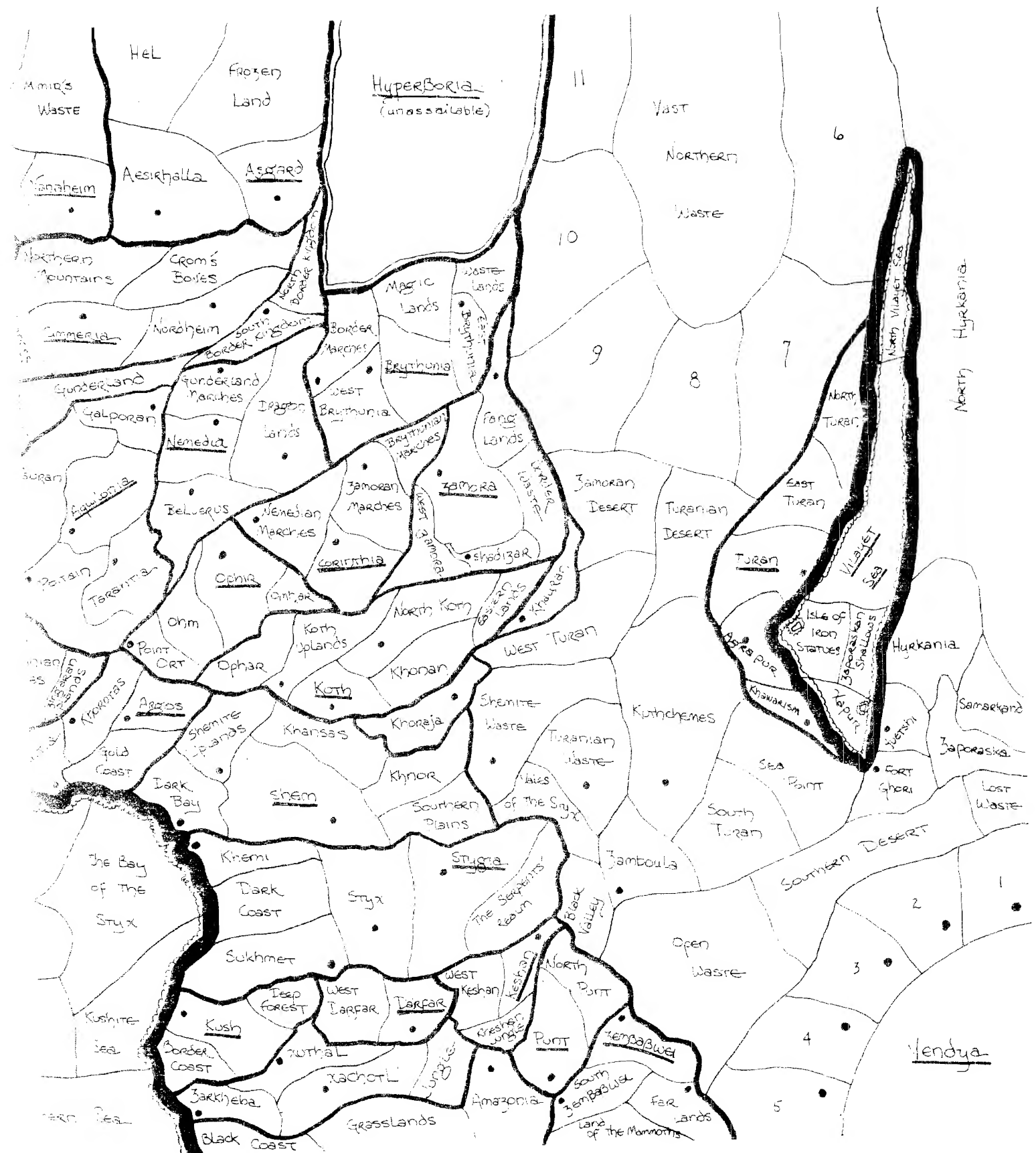
Potential postal players can discover openings by writing to Ken St. Andre, 2232 E. Pinchot, #8, Phoenix, AZ 85016. Ken's journal Stormbringer intends to run one section of Hyborean, and the designer of the game will assuredly have a major part in the action (he's the journal's co-editor).

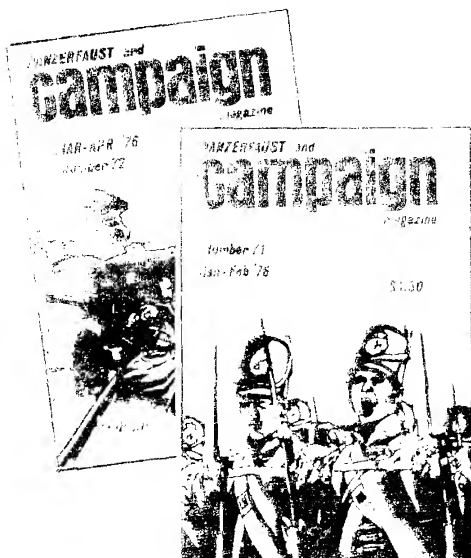
## HYBOREAN DIPLOMACY

by JIM PETERS

This game is based as faithfully as possible on the stories of Conan the Barbarian, written in the main by Robert E. Howard. Although Conan himself in no way features in the game, the variant is based on his adventures, as told in the books and stories. The rules of the game are the same as those of standard Diplomacy except as discussed below:







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I. All armies are amphibious; therefore, there are no fleets and no convoying. Except in terms of scenario, the fact that a particular province is 'land' or 'sea' on the map is of no consequence in movements or support. (The reason for this is that, according to the Howard stories, navies in the Hyborean Age were extremely primitive. When an army reached the coast and desired to go to sea, it merely commandeered all available fishing craft and set sail. When landing, the army merely hopped ashore and started marching. Hyborean Diplomacy is primarily a landlocked game in any case.)

II. Garrisoned towns: Certain of the 'neutral' supply sentres (those which do not constitute home centres for some power) are considered to have a regular garrison of troops. For purposes of play, this may be read to mean that such centres have a 'neutral army' standing unsupported in each. An attack ratio of 2-1 is thus necessary to dislodge such garrisons (i.e. capture the centre). Garrisons when dislodged are annihilated, and may not be supported in place.

All neutral centres have garrisons at the outset except: Argos, Corinthia, Zamoran Marches, Nordheim, Valhalla, Aesirhalla, Zembobwei, East Brythunia and Massantia. Once dislodged and eliminated, a garrison is not restored during the game.

III. Additional forces: When playing with a Gamesmaster, certain extra forces may be entered into the game at the Gamesmaster's whim.

A. Immobile forces. These operate in exactly the same way that garrisons do, except that if the province in question is ever vacated by the capturing player, the immobile army 'rises again' - thus the provinces in question are always occupied, either by a player or by the immobile "GM's units." These forces exist in North Hyrkania and in the Vast Northern Waste.

B. Mobile pieces. These units begin in Amazonia, and in either Shemite Waste or Turanian Waste. If ever dislodged from a position, such units may retreat as usual. Each such unit may exist for up to six moves (not counting build seasons) independent of ownership of any supply centre. Such units may issue support orders for each other, but may not support any player's units in any way; they may, however, be supported by players. Movement by these units is entirely at the discretion of the Gamesmaster. If there is no Gamesmaster, these units revert to the status of garrisons and come under that paragraph.

This game is intended to be played with the prophetic move system. Thus the first move is a Spring move with conditional Summer retreats; the second move is a Fall move with conditional Autumn retreats and Winter builds. Two such turns constitute an entire game year.

Hyborean Diplomacy can be played by up to eleven. Should fewer play, the major powers not taken are considered neutral centres (with garrisons), and the countries to be played are:

- 2-player game: Aquilonia, Nemedia and Zingara v. Vendya, Stygia and Turan.
- 3-player game: Stygia and Shem v. Aquilonia and Zingara v. Nemedia and Zamora.
- 4-player game: Aquilonia and Zingara v. Nemedia and Zamora v. Turan and Vendya v. Stygia and Shem.
- 5-player game: Aquilonia, Turan, Nemedia, Stygia, Zingara.
- 6-player game: As in 5-player + Picts.
- 7-player game: As above + Vendya.
- 8-player game: As above + The Black Kingdoms.
- 9-player game: As above + Zamora.
- 10-player game: As above + Shem.
- 11-player game: As above + Koth.

Home centres of each country:

Aquilonia: Bossonian Marches, Tauran, Poitain, Tarantia, Aquilonia and Galporan.

Turan: Turan, Khawarsia, Agropur, Kuthchemes, Zamboula.

Nemedia: Southern Border Kingdoms, Nemedia, Belverus, Dragonlands, Gunderland Marches.

Vendya: 1, 2, 3, 4, 5.

Picts: Sea Lands, Thunderlands, River Country, Pictish Wilderlands.

Stygia: Khemi, Sukmet, Styx, Stygia.

Zingara: Coastal Country, Poitainian Marches, The Point, Zingara.

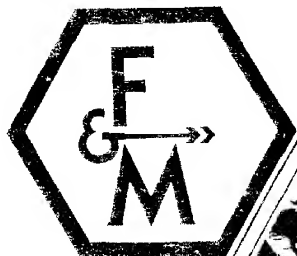
Koth: Koth Uplands: North Koth, Koth.

Shem: Dark Bay, Shemite Uplands, Shem.

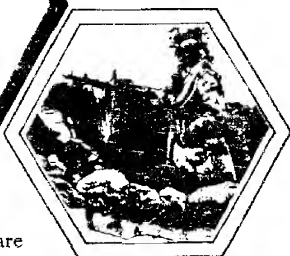
The Black Kingdoms: Xuthal, Xachotl, Zarkheba.

Zamora: Fang Lands, Shadizar, Zamora.

Victory conditions: For countries that start with three or four centres, twenty-five. For all others, thirty-five.



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# HOOSIER ARCHIVES DEMONSTRATION GAME

## THE PRINCE JOHN DOUGLAS INVITATIONAL--1976BG

Reprinted from HA #208 - 213

### BIRSAN SLOGS FORWARD Spring 1907

ENGLAND: F Nat S FRENCH F Mid, F Nth-Eng, F Nwy-Nth, F Bar-Nwy, F Swe-Fin,  
(Verheiden) F Bot S F Swe-Fin, F Kie-Bal

FRANCE: A Hol S GERMAN A Bel-Ruh, A Bur S GERMAN A Bel-Ruh, A Gas S A Bur,  
(Kelley) F Mid H, F Spa(sc)-Mar /r/ (Por, d)

GERMANY: A Bel-Ruh  
(Kelly)

ITALY: A Ruh-Kie, A Sil S RUSSIAN A War-Pru, A Boh S A Mun, A Tri-Tyr,  
(Birsan) A Pie S A Mar, F Lye-Spa(sc), A Mar S F Lye-Spa(sc), F Naf-Mid,  
F Wes S F Naf-Mid, F Gre-Ion, F Say-Aeg

RUSSIA: F StP(sc) H, A Liv S F StP(sc), A Mos S F StP(sc), A War-Pru, A Ber  
(McIlvaine) S ITALIAN A Ruh-Kie, A Mun S ITALIAN A Ruh-Kie, F Bla-Con, A Ank S  
F Bla-Con, F Rum-Bla

TURKEY: F Aeg-Gre  
(Key)

### THE BIRSAURON STARS AT LAST! Fall/Winter 1907

ENGLAND: F Fin-StP(sc), F Nwy S F Fin-StP(sc), F Bot S F Fin-StP(sc), F Bal-  
(Verheiden) Liv, F Nth-Den, F Eng-Mid, F Nat S F Eng-Mid. Owns: Edi, Liv,  
Ion, Den, Nwy, Swe, ~~Kie~~, StP (7). Constant.

FRANCE: (Su06: F Spa(sc) R Por) A Hol-Kie, A Gas-Mar, A Bur S A Gas-Mar,  
(Kelley) F Mid-Spa(sc), F Por S ENGLISH F Eng-Mid. Owns: Bre, Par, Por,  
Hol, ~~Spa~~, Kie (5). Constant.

GERMANY: A Ruh S FRENCH A Hol-Kie. Owns: Bel (1). Constant.  
(Kelly)

ITALY: A Kie-Ber, A Sil S A Kie-Ber, A Tyr-Mun, A Boh S A Tyr-Mun, A Mar-  
(Birsan) Gas, A Pie-Mar, F Naf-Mid, F Spa(sc) S F Naf-Mid, F Wes S F Spa(sc),  
F Aeg-Gre, F Ion S F Aeg-Gre. Owns: Nap, Rom, Ven, Tun, Tri, Vie,  
Bul, Gre, Ser, Mar, Say, Spa, Kie, Mun (14). Builds A Ven, F Rom,  
A Nap.

RUSSIA: F StP(sc) H /a/, A Liv S F StP(sc), A Mos S F StP(sc), A Pru S A  
(McIlvaine) Liv, A Ber S ITALIAN A Kie /a/, A Mun-Bur /a/, F Bla-Bul(sc), F Con-  
Bul(sc), A Ank-Con. Owns: Mos, Sev, War, Rum, Bud, Ank, ~~StP~~, ~~Bur~~,  
~~Mun~~, Con (7). Builds A War.

TURKEY: F Gre H /r/ (Alb, d). Owns: ~~StP~~ (0). Out.  
(Key)

The DIPLOMACY WORLD game is supposed to be special. It is the premier Demonstration game in the hobby. Walt Buchanan bragged that the players had the highest Calhamer Point Count Total of any field ever assembled. All of these accolades aside The Prince John Douglas Invitational was a bomb! To pay \$20 apiece for this turkey was really robbery--not only of the players but more so of the persons who were watching this game to learn something from it. What they have learned is the fine art of

being a puppet. What they have learned is how not to coordinate an attack or a defense. The players surely did not give this game their all. This is shown by the support for orders that were never given; the defenses of one's homeland from one's own ally; the act of suicide in the east; the missed moves; the resignations; the whole stinking kettle of fish which does not make this game a teacher of anything but how not to play balanced Diplomacy.

I can not fault Edi Birsan. They offered



it and he took it. So would anyone. But to call this field competent is a misstatement. I do not doubt that Eric Verheiden tried like hell to come up with a solid defense, but he was alone in the attempt. Mr. Kelly gave his country away by failing to coordinate a defense or an attack in early game. He was then left with nothing to do but try to use his one piece to form part of a defensive position. More likely than not that one center could have been taken with ease. Chalk one up to charity. Pitsch's Austria was the victim of the big lie right at the beginning. They all beat up on him because he fell for the line being dished out to him. Too bad.

France, under Brooks and then Kelley, suffered from a lack of faith in an alliance. The French moves were uncoordinated and clearly in error in more than one occasion. France, more than any country except perhaps Russia, had to stem the Italian. France welcomed him into the back door.

Russia was the puppet's puppet. Good and

faithful all the way. Even after he was 'stabbed' he turned the other cheek and then pulled down his pants too! This sort of play, throwing away the other five player's \$100 in game fees is hardly the mark of a good player. It is the mark of a sucker. It could well be that Edi promised Francis something--but it sure as hell was not in this game!

Let's look at Edi's play. Tactically he played quite well. His developmental moves were, as always, excellent. He got his pieces so placed that Russia could not offer a good defense, he stole Marseilles right from under the nose of the Frenchman. He inveigled Russia and Germany. And, of course, when his enemies and allies alike decided to beach themselves to his behalf he took their centers. But this win does not match many of his others--surely not for the quality of the competition.

And that brings us to the last person to talk about. No it isn't Jeff Key--he got caught in his corner and the end was in sight as early as 1903. The last person is Walt

#### McILVAINE TURNS OTHER CHEEK? Spring 1908

ENGLAND: (Verheiden)	F Nat-Iri, F Eng S FRENCH F Mid, F Nwy-Nwg, F Den S FRENCH A Kie, F Bal S RUSSIAN A Pru-Ber (nsc), F Bot S F StP(sc), F StP(sc) H
FRANCE: (Kelley)	F Mid H, F Por S F Mid, <u>A Gas-Mar</u> , A Bur S GERMAN A Ruh-Mun, A Kie S GERMAN A Ruh-Mun
GERMANY: (Kelly)	<u>A Ruh-Mun</u>
ITALY: (Birsan)	A Ber S A Mun, A Sil S A Mun, A Boh S A Mun, A Mun S A Ber, <u>F Naf-Mid</u> , F Spa(sc) S F Naf-Mid, F Wes S F Spa(sc), <u>A Mar S F Spa(sc)</u> , A Pie S A Mar, A Ven-Tri, F Rom-Tyr, A Nap-Alb, F Ion C A Nap-Alb, F Gre-Aeg
RUSSIA: (McIlvaine)	A Pru S ITALIAN A Ber, A War S A Liv, A Mos S A Liv, A Liv H, F Bla-Arm, F Con-Bla, A Ank-Smy

#### McILVAINE SACRIFICES SELF FOR BIRSAURON Fall/Winter 1908

ENGLAND: (Verheiden)	F Iri-Mid, F Eng S F Iri-Mid, F Nwg-Nat, F Den S FRENCH A Kie, F Bal-Ber, F Bot S F StP(sc), F StP(sc) H. Owns: Edi, Liv, Lon, Den, Nwy, Swe, StP (7). Constant.
FRANCE: (Kelley)	A Gas-Spa, F Por S A Gas-Spa, <u>F Mid-Wes</u> (R Gas), <u>A Bur-Mar</u> , A Kie S GERMAN A Ruh-Mun. Owns: Bre, Par, Por, Mol, Kie, <u>Spa</u> (6). Builds A Par.
GERMANY: (Kelly)	<u>A Ruh-Mun</u> . Owns: Bel (1). Constant.
ITALY: (Birsan)	A Mun H, <u>A Ber S A Mun</u> , A Sil S A Mun, A Boh S A Mun, A Pie S A Mar, <u>A Mar S F Spa(sc)</u> , F Wes S F Spa(sc), <u>F Naf-Mid</u> , <u>F Spa(sc)</u> <u>H /a/</u> , F Tyr-Iyo, A Tri-Bud, A Alb-Ser, F Aeg-Con, F Ion-Aeg. Owns: Map, Rom, Ven, Tun, Tri, Vie, Bul, Gre, Ser, Mar, Kie, Mun, Smy, <del>Spa</del> , <u>Bud</u> , <u>Con</u> (15). Builds A Ven, A Rom.
RUSSIA: (McIlvaine)	A Liv H, A Mos S A Liv, A War S A Liv, A Pru S ITALIAN A Ber, F Bla H, F Arm H, A Smy-Syr. Owns: Mos, Sev, War, Rum, Ank, <del>Spa</del> , <del>Spa</del> (5). Removes F Arm, F Bla.

# BIRSAN PREPARES FOR FALL VICTORY?

Spring 1909

ENGLAND: F Mid S FRENCH A Spa, F Naf S F Mid, F Eng S F Mid, F Den S FRENCH  
(Schlickbernd) A Kie, F Bal-Ber, F Bot S F StP(sc), F StP(sc) H

FRANCE: A Spa H, F Por S A Spa, F Gas S A Spa, A Bur H, A Par S A Bur,  
(Kelley) A Kie H

GERMANY: A Ruh-Mun  
(Kelly)

ITALY: A Mun S FRENCH A Bur-Ruh (nso), A Ber S A Mun, A Sil S A Mun,  
(Birsan) A Boh S A Mun, F Naf S F Wes, F Wes S ENGLISH F Mid-Spa(nc) (nso),  
F Lyo S A Mar, A Mar S ENGLISH F Mid-Spa(sc) (nso), A Pie S A Mar,  
A Ven-Tyr, A Rom-Tus, A Eud-Rum, A Ser-Bul, F Con-Pla, F Aeg-Con

RUSSIA: A Liv H, A Mos S A Liv, A War S A Liv, A Pru S ITALIAN A Ber,  
(McIlvaine) A Syr H

# BIRSAN WINS FOR AN UNPRECEDENTED SECOND TIME!

Fall/Winter 1909

ENGLAND: F Mid S FRENCH A Spa, F Naf S F Mid, F Eng S F Mid, F Den S FRENCH  
(Schlickbernd) A Kie, F Bal-Ber, F Bot S F StP(sc), F StP(sc) H. Owns: Edi,  
Liv, Lon, Den, Nwy, Swe, StP (7). Constant.

FRANCE: A Kie S ENGLISH F Bal-Ber, A Bur H, A Par S A Bur, F Gas S A Spa,  
(Kelley) A Spa H, F Por S A Spa. Owns: Ere, Par, Por, Spa, Hol, Kie (6).  
Constant.

GERMANY: A Ruh-Mun. Owns: Bel (1). Constant.  
(Kelly)

ITALY: F Naf-Mid, F Wes S F Naf-Mid, A Mun-Bur, A Mar S A Mun-Bur, F Lyo  
(Birsan) S A Mar, A Pie S A Mar, A Tus H, A Tyr-Mun, A Boh S A Tyr-Mun,  
A Sil S A Tyr-Mun, A Ber S A Tyr-Mun, F Bla-Sev, A Rum H, F Con-  
Ank, A Bul-Con. Owns: Nap, Rom, Ven, Tun, Eud, Tri, Vie, Bul,  
Gre, Ser, Mar, Kie, Mun, Con, Smy, Rum, Ank, Sev (18). Builds.

RUSSIA: A Liv H, A Mos S A Liv, A War S A Liv, A Pru S ITALIAN A Ber,  
(McIlvaine) A Syr H. Owns: Mos, War, ~~Sev~~, ~~Rum~~, ~~Ank~~ (2). Removes A Syr,  
A Liv, A Pru.

Buchanan for allowing this to happen to his 700 plus readership. Taking the first seven \$20 game fees apparently does not produce the best possible field! Walt used to invite players. Now he seems to take whomever has the \$20. I do not think that is fair to the 700 spectators. The audience has come to watch a hard-fought, well-played Diplomacy game--not six Christians fed to the lions! I really think some blame has to fall on Mr. Buchanan for not getting the best field. Perhaps some time might be lost in getting a top quality team of players, but there were too many weak players, not ready for top competition, in this game. Now granted, Walt does want to see new blood in the game. Seeing the same ten guys in the game over and over is a bore--to the players too. But screening does have to be done. Walt is not omniscient, of course, and perhaps I'm being too harsh. One thing that could be looked into is not only game record but also the strength of the substitute field. The seven subs, who should not have to pay anything (in

my opinion), should also be multi-game winners if at all possible. For \$140 in game fees and an audience of 700 we should see a far better game than this one turned out to be.

In case you're interested I did volunteer to do the analysis for the next game also--maybe after this venting of the spleen all I'll get is a few ticking packages. I could use a ooo ooo clock for the den, something in a dark wood please.....

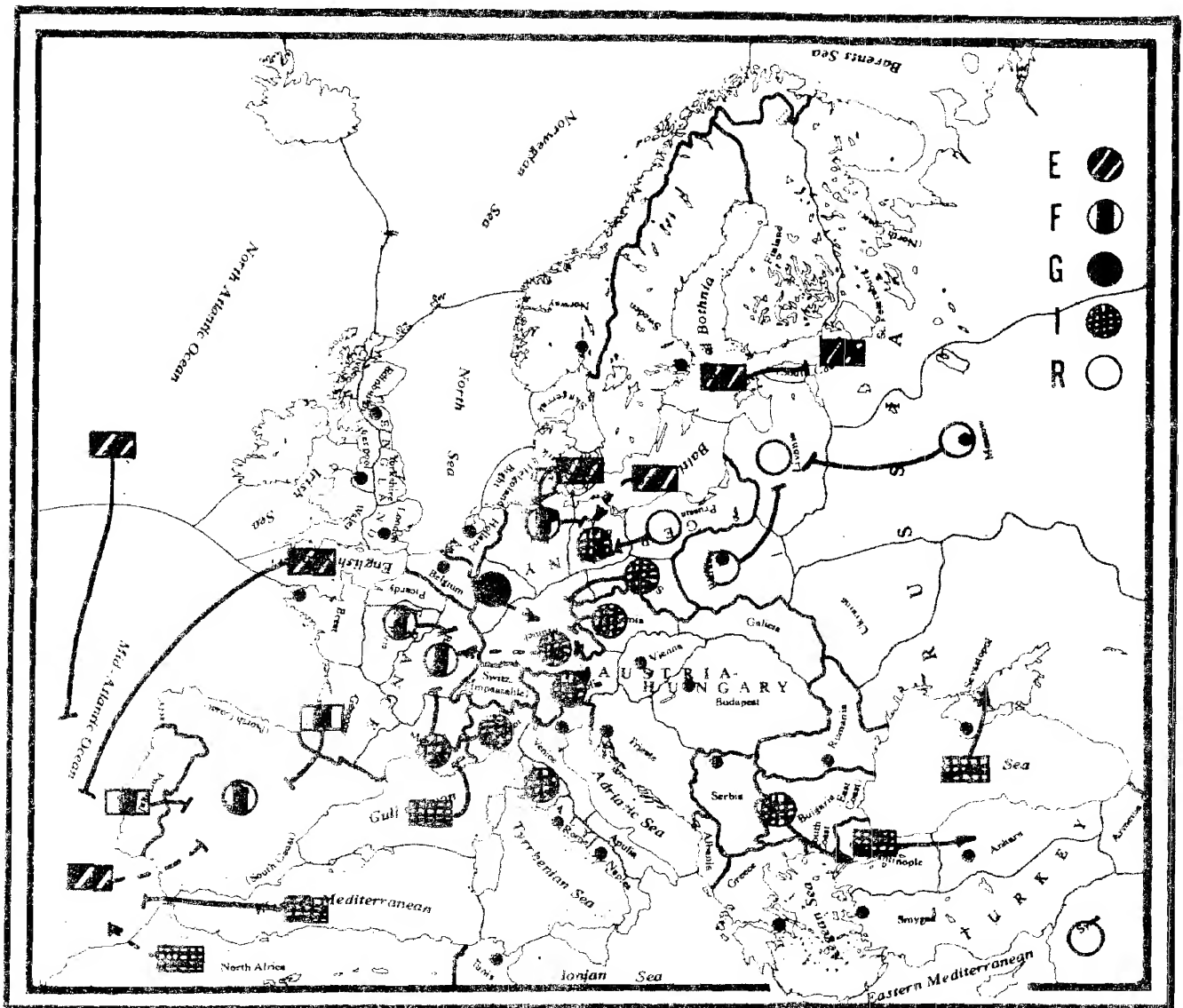
(In commenting on Len's analysis, I will simply say that in my opinion the highest total Calhauer Point Count is the best measure I know of to assure a good field. While there may be some disagreement on strategies in this game, I do think Edi Birsan has earned hearty congratulations on being the first to win two Hoosier Archives games and therefore permanent possession of the HA Trophy. Len's point on standbys is well taken, however, and from now on I will endeavor to find multiple winners. Player commentaries follow on the next page. Edi Birsan's victory article will appear in the next issue.)

# SUPPLY CENTER CHART

		01	02	03	04	05	06	07	08	09
AUSTRIA	(Don Fitsch)	3	2	1	-					
ENGLAND	(Bruce Schlickbernd) <sup>1</sup>	4	6	6	7	7	7	7	7	7
FRANCE	(Henry Kelley) <sup>2</sup>	5	7	6	5	5	5	5	6	6
GERMANY	(Ron Kelly)	4	4	3	1	1	1	1	1	1
ITALY	(Edi Eirsan)	6	7	9	10	11	11	14	15	18
RUSSIA	(Francis McIlvaine)	6	5	6	7	8	9	7	5	2
TURKEY	(Jeff Key)	4	3	3	4	2	1	-		

Notes: <sup>1</sup>Eric Verheiden (F04 to W08)  
<sup>2</sup>Steve Brooks (S01 to W03)

FALL 1909



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support means that the unit to which support

was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)

# COMMENTARY

## FROM

## LONDON

by Eric Verheiden

It has been maintained at length by others that diplomacy, followed by strategy (deciding where to go) and tactics (figuring out how to get there) are the three most important factors in Diplomacy, in that order. This generally corresponds with my own assessment, however there are cases in which the diplomacy is nonexistent and the strategy predetermined. In such instances, tactics may assume a preëminent position in determining the outcome of the game. Such a case may be happening in the ongoing (as of this writing) game 1976 BG.

My participation began rather abruptly with the resignation of the original English player (Bruce Schlickbernd) and the use of my standby orders for the Fall 1904 season. This followed closely on the heels of the resignation of the French player (Steve Brooks) and was simultaneous with my being in Europe at the time, with the upshot that my standby orders were actually written by my good friend Mark Zimmermann, at Caltech.

They were rather good orders and I inherited two builds and an anti-Franco-German policy from Schlickbernd. The natural thing to do at that point was to ally with Kelley and Kelly (France and Germany), with whom I had had good relations in the past, against McIlvaine and Birsan (Russia and Italy), with neither of whom I had had particularly good relations in the past and which together were in the process of overrunning the board. However, I resisted my temptations, trying to preserve some continuity in the game and hoping for a negotiated three-way draw, and wrote McIlvaine. A game delay gave me enough time to wait for a reply, but none was forthcoming, so when Kelley called me and offered an alliance, I took it. From that point onward, the western alliance has remained unshakable. Unfortunately, despite our best efforts to convince McIlvaine that Birsan was not, indeed, the true Messiah, so has the eastern alliance. So diplomacy for practical purposes came to a halt. Our strategy was clearly to try to form a stalemate line as large as possible and hope for the best thereafter. So much for strategy.

The western tactical situation was as follows:

England: F Nwy, F Nth, F Den, F Iri, F Eng (+2)  
 France: A Hol, A Pic, F Bre, F Mid, A Spa, F Wal (-1)  
 Germany: A Bel, A Ruh, A Pru (-2)  
 Italy: F Nat, A Kie, F Lyo, A Mar, A Tyo, A Boh  
 Russia: A Mun, A Ber, F Bal (+1)

To create a stalemate line, I knew I would have to destroy IF Nat, either destroy or permanently beach RF Bal, secure the Mid-Atlantic against further incursions, retain StP and rearrange what armies we had to hold a continental position. A call order, especially when we had lost the element of surprise after France's removal of F Wal and my builds of F Lpl, F Edi. (Germany removed A Ruh, A Pru and--fortunately for us--Russia build F Sev).

The first objective was the trickiest; I needed no fewer than four fleets to annihilate the Italian fleet, all of which had to be pulled away from the east where I would need them later. There were also other considerations involving the recovery of Spain if Edi took it in the spring as expected, holding Burgundy against possible attack and trying to hang onto Denmark. Plus Sweden was open and St. Petersburg would have to be defended eventually. The weight of these latter reasons led me to conclude that the best way to deal with IF Nat was to force a retreat to Clyde in the spring and annihilate it there if possible in the fall. This would free more units (albeit temporarily) for the eastern front.

The possibility of Denmark falling had occurred to me, but I really did not consider the possibility of a convoyed attack:

England: F Iri-Nat, F Lpl S F Iri-Nat, F Edi-Nwg, F Nwy-Swe, F Nth-Nwy, F Den-Kie (R Hel), F Eng-Nth

France: A Hol-Ruh, A Pic-Bur, F Bre-Cas, A Spa-Mar (R Por), F Mid-Spa sc

Germany: A Bel S FRANCE A Pic-Bur

Italy: A Tyo-Pie, A Boh-Mun, A Kie S RUSSIAN A Ber-Den, A Mar-Spa, F Lyo S A Mar-Spa, F Nat-Mid (R Cly)

Russia: A Ber Den, F Bal C A Ber-Den, A Mun-Bur

The loss of Spain was expected and could be recovered with units newly brought to the front. Burgundy had been taken as we had hoped and could be held for the moment. Unfortunately, we had defended against the nonexistent move to Ruhr instead of the actual support IF Kie S RA Ber-Den and now Sweden and Holland were threatened, rather than RF Bal. Plus I was down a center.

A plausible plan at that point would be to divert everything to retaking Denmark with FA Ruh-Kie, EF Nth & EF Hel S EF Swe-Den, EF Nwy-Swe, EF Nwg-Edi and say EF Nat S EF Lpl-Cly, hoping to annihilate IF Cly if Italy bounced with IF Cly-Edi. A reasonable counterplan might be say IF Cly S EF Nwg-Edi (in case I tried a bounce in Edi after all), RF Bal S RA Den-Swe (since Den could not be held anyway and possible I might have tried EF Nwy-Nwg, EF Swe & EF Nth S EF Hel-Den to annihilate IF Cly and retake Denmark without leaving Sweden open as a result), RA Mun S IA Kie-Ruh (to dislodge and hopefully annihilate FA Ruh in case of FA Ruh-Kie, GA Bel-Hol, FA Bur goes south or -Bel).

I felt I had to gamble at that point and I

gambled on Italy and Russia thinking I would do something very like that and used a counter-counter plan, if you will, to exploit it. As it turned out, I was right, with the following results:

England: F Lpl-Cly, F Nat S F Lpl-Cly, F Nwg-Edi, F Nth-Edi, F Hel-Den, F Swe S F Hel-Den, F Nwy S F Swe  
 France: A Ruh-Hol, A Bur-Mun, A Por-Spa, F Mid S A Por-Spa, F Gas S A Por-Spa  
 Germany: A Bel-Ruh  
 Italy: F Cly S ENGLISH F Nwg-Edi/a/, F Lyo-Wes, A Spa-Mar, A Pie S A Spa-Mar, A Kie-Ruh, A Boh S RUSSIAN A Mun  
 Russia: A Den-Swe/a/, F Bal S A Den-Swe, A Mun S ITALIAN A Kie-Ruh

I got Denmark back, annihilated two enemy units (IF Cly and RA Den) retook Spain and moved into position to secure the north by removing RF Bal. This, I think, was the tactical turning point in the game. The two units lost permanently weakened Russo-Italian western strength and turned the question of whether the west would be able to form a stalemate line or not into how large it would be. The object lesson of striving to avoid the obvious should be clear.

The next season I went ahead with my plan to remove the last opposing northern fleet:

England: F Nwg-Bar, F Nwy-StP nc, F Den-Bal, F Swe S F Den-Bal, F Nth-Den, F Cly-Nwg, F Nat-Mid  
 France: A Hol-Kie, F Gas-Bre, A Spa-Gas, A Bur S A Spa-Gas F Mid-Por  
 Germany: A Bel S FRENCH A Bur  
 Italy: A Boh-Mun, A Kie S A Boh-Mun, A Ven-Tyo, A Pie S A Mar, A Mar S RUSSIAN A Mun-Bur, F Wes-Mid  
 Russia: F Bal S ITALIAN A Kie (R Bot), A Mun-Bur, A Mar-Lvn, A Mos-StP, A Cal-Sil

After seeing the builds, I realized that my plan to dislodge RF Bal was probably a very good way to lose StP, but I felt there was little alternative; RF Bal had to go to secure my northern lines and permit operations in northern Germany. The southern moves were a bit risky, but it seemed unlikely that either England or France would be able to build any additional armies in the near future; we had to move the ones we had into positions to defend Bur particularly (Russia/Italy would have three units on it if Ruh ever fell permanently). We hoped to (and did) catch the opposition by surprise so they would be unable to exploit the temporary weakness.

The next season, I had an opportunity to force my way into Kiel if I wanted. Since I would almost surely be losing StP, it was tempting, however I felt that securing the north by removing RF Bot was more important, especially considering the potential threat of RF Bot & RA Lvn-Fin, if Russia tried to get clever. The latter fear proved to be groundless, however Birman, apparently believing that the threat against Kiel made his position hopeless, was kind enough

to bounce a nonexistent French or German move to Ruhr, thereby letting me into Kiel without a fight:

England: F Bar-StP nc, F Nwy S F Bar-StP nc, F Bal-Bot, F Swe S F Bal-Bot, F Den-Kie, F Nwg-Nth, F Nat S FRENCH F Bre-Mid  
 France: A Hol S ENGLISH F Den-Kie, A Bur H, F Bre-Mid, F Por-Spa sc, A Gas S F Por-Spa sc  
 Germany: A Bel S FRENCH A Bur  
 Italy: A Kie-Ruh, A Boh-Sil, A Tyo-Boh, A Mar S RUSSIAN A Mun-Bur, F Tyn-Lyo, F Wes-Spa sc, F Tun-Naf  
 Russia: F Bot-StP sc, A Lvn S F Bot-StP sc, A Mos S F Bot StP sc, A Sil-Ber, A Mun-Bur

Kiel had been taken while StP was lost, so I was even again for the year. Kiel had, however, been taken at a price, IA Ruh which added up to three on Bur. The maneuverings to get FA Gas in place were now paying off. As for Kiel itself, it could not be held in the spring. After noting this, I also saw that besides the obvious way of taking StP the following year (F Bot S F Swe-Fin followed by a four-way attack), there was a more subtle way, giving me a better southern position, if I did not mind giving up Kiel without a fight. Since the fight was hopeless, I went ahead:

England: F Nat S FRENCH F Mid, F Nth-Eng, F Nwy-Nth, F Bar-Nwy, F Swe-Fin, F Bot S F Swe-Fin, F Kie-Bal  
 France: A Hol S GERMAN A Bel-Ruh, A Bur S GERMAN A Bel-Ruh, A Gas S A Bur, F Mid H, F Spa sc-Mar (R Por)  
 Germany: A Bel-Ruh  
 Italy: A Ruh-Kie, A Sil S RUSSIAN A War-Pru, A Boh-Mun, A Tri-Tyo, A Pie-Mar, F Lyo-Spa sc, A Mar S F Lyo-Spa sc, F Naf-Mid, F Wes S F Naf-Mid  
 Russia: F StP sc H, A Lvn S F StP sc, A Mos S F StP sc, A War-Pru, A Ber S ITALIAN A Ruh-Kie, A Mun S ITALIAN A Ruh-Kie

My decision to give up Kiel without a fight turned out to be moot. The moves around Bur were something of a risk, however I was hoping that Italy/Russia would not think that we would fail to defend Bur against anything and indeed, with one support from FA Gas and potential support from Mar or Ruh put, we were hedging our bets to a great extent. Of course, Spa was lost that way, however with the increasing numbers of Italian units being brought into the fray, I did not feel it could be held anyway. Increasing Italian pressure on the Mid-Atlantic (including the expected loss of Spain), forced me to bring up additional units to defend it, especially after the expected French loss of a s.c. and subsequent removal of F Mid.

The next season however was the first surprise in some time and left the western allies all even for the third year in a row:



England: F Fin-StP sc, F Nwy S Fin-StP sc,  
 F Bal-Lyn, F Nth-Den, F Eng-Mid,  
 F WAt S F Eng-Mid

France: A Hol-Kie, A Gas-Mar, A Sur S A Gas-  
 Mar, F Mid-Spa sc, F Por S ENGLISH  
 F Eng-Mid

Germany: A Ruh S FRENCH A Hol-Kie

Italy: A Kie-Ber, A Sil S A Kie-Ber, A Tyo-  
 Mun, A Boh S A Tyo-Mun, A Mar-Gas,  
 A Pie-Mar, F WAF-Mid, F Spa sc S F WAF-  
 Mid, F Wes S F Spa sc

Russia: F StP sc H/a/, A Lvn S F StP sc, A Mos  
 S F StP sc, A Pru S A Lvn, A Ber S  
 ITALIAN A Kie/a/, A Mun-Bur/a/

StP was taken by force. The successful French move to Kiel was made possible only by the Italian move against Russia. The curious western moves in the south can be accounted for by the fact that we had four units to defend against a possible three-unit attack on the Mid-Atlantic. This allowed FF Mid to cut potential support from IF Spa and to take a shot at Mar, which incidentally made it impossible for Italy to move armies into both Spain and Marseilles, threatening FA Gas. By moving FF Mid-Bre, the west now has an impenetrable 13-unit stalemate line, a considerable improvement over the original position. Incidentally, the curious Italian moves are probably accounted for by the fact that Birsan was afraid we would take Spain back for the third time in a row!

The future, as of this writing, depends on McIlvaine (Russia). My feeling is that Birsan may argue that his actions against McIlvaine (which brought Italy to 14 s.c.'s) did not constitute a real stab, but rather, shall we say, "a straightening out of the lines". If McIlvaine can swallow this, Birsan may bide his time for a while, hoping that an opportunity will arise whereby he can execute a "real stab", for four more centers and the game. If Birsan's expectations are not realized, a five-way draw now seems like the most probable outcome. Either way, it has been an enjoyable and interesting game for me and I hope that at least a few points have been brought out:

- avoid the expected
- coordination is essential
- keep your strategic objectives firmly in mind
- above all, think before you move

These should help to improve one's tactical game; diplomacy and strategy are of course another thing altogether.

Post-game addendum: 1976BC finally ended in Fall 1909 with an Italian victory. Birsan's winning margin, it will be noted, was made entirely at the expense of Russia (McIlvaine) and, at least in the latter stages, with his consent.

The west unfortunately was unable to make much progress beyond the 13 centers held at the end of 1907. Utilizing our last tactical

option, Spain was taken at the end of 1908. However by this time Birsan was smelling blood, as it were, and was playing extremely conservatively (and predictably) to preserve his position.

Despite the outcome, the method, I believe, is still valid. It is rare indeed that you will find a player, like McIlvaine, who responds to a stab by conceding more centers to the stabber and who prefers a fourth place, two-center finish to a five-way draw and perhaps 4-5 center finish. (Interestingly enough, Birsan's demo game wins seem equally rare; his first was made possible (in 1971BC) by the complete capitulation of Eugene Prosnitz's England and the partial capitulation of Jeff Key's Germany).

In other situations, a 13-14 center stalemate line should give good drawing chances. The trick is setting up and maintaining the alliance; without dependable, capable allies like Henry Kelley and Ron Kelly here, it would never have been possible to get anywhere at all. Italy and Russia would simply have rolled over everyone as was their original intent.

## COMMENTARY FROM

## PARIS

by Henry Kelley

When I came on the scene in Spring 1904, the French situation was rather poor although I still held six SC's. To me the game looked like a likely three-way draw which would have left me out in the cold with nothing.

At that time I was vacationing in southern California so I had a chance to talk FTF with Bruce Schlickbernd (England) at Dinkicon III. Bruce made it clear in the course of our lengthy conversation that he too felt the game would be a three-way draw. (Boy, would he have been surprised!) At any rate remarks such as "Would you mind if I took Holland this Spring?" (He took Belgium instead, in typical fashion.) and "Sometimes you can hold out for a long time in Por." made it clear that Bruce only wanted me to go down fighting for the greater glory-of England! No thanks, there had to be a better way. A phone call to Frank (Russia) elicited only an unwillingness on his part to consider any alternatives to the present course of events. Not much to hope for there either, apparently.

Finally, for lack of any other plan to get included in the hoped-for draw I opted for the long-shot of supporting Edi and bring-

ing him closer to (a real) victory. I was hoping to time my eventual switch of sides at the exact point where Edi would be stopped just short AND England-Russia would be forced to include me in on a larger draw due to the centers I would (hopefully) still hold and my ability to throw the game to Edi if I was crossed. This concept of trading space for time seemingly was not picked up on by the game analyst, but then he was not privy to the happenings behind the scenes. In effect, I was gambling that Edi would (quite properly) bypass my coastal centers (Nor, Spa, and Lre) and move north from the Mid-Ast. where he would become Bruce's problem across than mine. This would buy me the time and hopefully these moving Italian unit(s) could be cracked down if England would come around to my way of thinking.

With the Fall 1904 moves came the announcement that Bruce had resigned in favor of Eric Verheiden. (Pity it couldn't have been a year sooner.) Eric's assessment of the situation was much more agreeable with my own. Of course, Eric's judgment was tempered by the fact that he had been "turned" once before by Frank's rolling over and playing dead in an earlier game they had been in. Thus, beginning in Winter 1904 the three western powers were finally able to begin working together to salvage what was left of the situation. Things were starting to look up just a bit.

Give Eric the credit he is due for the establishment of the thirteen-center stalemate line we reached by Fall 1907. He seemed to be on Edi's wavelength throughout whenever guesswork was necessary. Particularly interesting were the actions centering around Ruhr and Burgundy. Although I stayed in close communication with Eric, my comments on the moves were of a peripheral nature. I feel I did help out diplomatically in coordinating things and measuring my time in futile attempts to get something concrete from Frank.

In the same year (Fall 1907) that the western powers reached their stalemate position, Edi began a protracted argumentation of Frank's SC's and I finally sided with Edi's "strategy" and France's dealing with two SC's. I believe there had been a deal between Edi and Frank to ease for the time. If so, it is worth note to note that Edi kept himself at least three SC's ahead of Frank after 1902, except in 1903 when Edi gave up Kiel to get Ruhr.

Fast action was during 1908 moves arrived. I received a critical letter from Frank stating that he was indeed throwing the game to Edi. In this letter, Frank sounds like he is playing in one of the teen games from the mid-60's. He benefits immensely that he somehow felt he was sharing in Edi's "win" when he was in fact losing with only two SC's. Also, Frank seemed to feel that retiring the NA trophy was important for some reason.

We all have different value systems in playing Diplomacy and I believe we are entitled to those values no matter how repugnant they may be to the mainstream of hobby opinion. I would only hope that the "Report from Moscow" would offer some realistic justifications for a rather unorthodox philosophy concerning the game.

Some players, myself included, would be embarrassed to accept this type of "win". However, one can always rationalize that a win is a win regardless of how obtained. However, in my case, Edi should be commended for recognizing the one "trick" in the crowd and using him to maximum advantage.

Thinking of joining a future NA game? A large phone budget is a rigour. Most of the petty-gritty diplomatic maneuvering is accomplished by phone as the two-week deadlines Walt adheres to do not allow sufficient time for extensive postal negotiations. Also, non-traditional working hours can lead to problems, as I found out. It definitely helps to be home evenings to field the incoming calls. Finally, bear in mind that Walt's deadline hour is 9 A.M. That is only 6 A.M. Pacific time, as I found out the hard way a couple of times. You really should do something about changing that time, Walt!

In closing I would like to extend a special thanks to Arn Vagte for being the French standby over the past seven months. Sorry I couldn't pull it out, Arn.

## COMMENTARY

### FROM

### ST. PETERSBURG

by Francis Solitaires

First a truth in saying nothing. This game is, as Edi puts it, "a phone game". In the early stages and throughout the game I've believed a lot of phone calls on this game. When I entered this game I was aware of this and my budget simply didn't allow me to make that many long distance phone calls. This hampered me to a certain extent throughout the game, so if you are considering joining this sort of game I must warn you of this fact.

By writing a commentary on this game I am violating a basic tenant of Mike Rotamura who claims that it is the kiss of death to comment after one of these games. Maybe so, but I will comment anyway.

The problem with a game of this sort is that many of the players have played with each other again and again and many playing fields

have occurred. In this game this worked to my advantage. In the beginning everyone who spoke to me was sure that Germany and France would get together and blitz England and then try to wipe out the rest of the board. I had decided to ally with Edi Birsan, if possible, if I ever got a chance to play with him a long time ago. Why? Well, since I have first been in the Diplomacy hobby all I ever heard about Edi was that he was stab-happy and all this kind of talk. Everyone talked about it all the time. This told me two things, the first that Edi must be a super-player to focus so much attention, and that the stories must have become extremely overdone by all the retelling. My position when I called Edi to try and get an alliance was this: a friendly Austria and a seemingly friendly Turkey who wanted to neutralize the Black Sea by having none go into it, and finally no threat (immediately) from Germany or England. I had written to Turkey and suggested a bounce in the Black Sea because I didn't trust him that much and I then called Edi to find out what he had in mind. We agreed to set up a game-long alliance with a race to victory if possible. He thought that Turkey was trying to set me up in the south (which was correct), and we set up the game winning plan before Spring 1901 moves.

This plan that we set up, which Len didn't see at that time, was the plan that enabled the game-long Russia-Italian alliance to dominate the game and eventually allow Italy the victory. It took a lot of diplomacy but it did work almost as planned. The plan was that a fake Austrian-Italian-Russian super alliance was set up and the target was Germany, and Turkey. The main plan was against Germany. The plan to Don was simple blitz on Germany but the real plan was much more complex. Edi, Don, and I would blitz Germany in Spring 1901, and the clincher was that Fall 1901 would enable us to reduce Austria to puppet status in one blow. This had the advantage of shaking up Germany in 1901 and upsetting any blitz of England. With the west stalemated and Austria effectively out in 1901 we could mop up the east and roll to an easy victory. It almost happened.

Spring 1901 went off exactly as planned with the exception of Turkey attacking me strongly. Germany must get the troops home and break up his attack and everything seems to be going well. Fall 1901 was beautiful with the devastating attack on Austria eliminating his chances in the game and allowing us to take him under our wings. At this point Len wanted me to attack Berlin (with 20-20 hindsight) but I contended it wouldn't be the best move. My moving to Galicia ensured Austria defeat immediately, Edi and I didn't want Don out. We wanted him on our side. We wanted speed. Faced with a hopeless situation Don agreed to puppet our side for survival. Had I attacked Berlin I must

assume that he would have fought on. The west is in a shambles while the east now is effectively settled. Germany is now demanding that I attack England. Ron calls me up and demands that I attack England and when I refuse it becomes apparent to me that he will attack me so I decide that Germany, who was a logical target anyway, will be next on the list.

In 1902 the alliance suffers harm but there is still a good chance of winning and winning quickly. In the Fall, England, who I am fighting Germany because of my refusal to attack him, stabs me and grabs two quick centers. This hurt because I cannot get him from these centers and I would need them to get a sea attack going against England when the time comes. What hurts the alliance more is that Don appears to be losing interest in the game (not that I can blame him) and has messed us up a little. Of the two events Don's is much more serious.

In 1903 is where we lost our most serious bid to walk over the game. Edi attacks France and makes progress and the attack on Germany, although having a tough time is also making progress. Don continued to mess up his moves and we lost our chance to take out Turkey. We had to keep units in the south for an extra three years because of that and lost our big chance. It was still possible to win but it would be more difficult. By the end of 1903 I saw the need to form an alliance with England and Bruce and I began discussion of terms. We eventually worked out an agreement where Edi, Bruce and myself would sweep the board. When the board was swept I would call for a three-way draw vote; Bruce and I would vote in favor of such a draw. As I expected Edi to veto such a vote I would then feel freed from my obligation to him and Bruce and I would try and take him out. I think this would have been a really great game as I am sure deals, counterdeals, and rip roaring stabbing would have occurred and there were a number of possible results that the game would finally end in.

Bruce was out and Eric was in and that plan was scrapped. Eric was only concerned with the number of people in his stalemate line. He wanted me to join immediately so that he could wipe out Ron Kelly without risk to himself. Eric didn't want to take any chances at all, he just wanted to sit and collect his part of the draw. This kind of play completely turns me off. We should design a variant with predetermined stalemate lines and set up moves to reach them in the minimum amount of time and call the game a seven way draw everytime.

I got a call from Henry Kelley and I assured him that I would not allow Edi to stab me and win and that if I thought that it was likely, I would strike first. Finally the west leadlocked the game and were waiting for their draw.

At this point there was a true stalemate line and in a normal game I suppose that I would have simply allowed the draw to occur. To attack Edi at this point was foolish as I couldn't defeat him and fighting among ourselves could possibly give the game to the other side. The only other possibility would be for one of us to throw the game to the other. In this way the alliance would win the game. Obviously one member of the alliance would lose and one member of the alliance would win but on the whole I preferred this solution to rewarding the opposition for not taking any chances. Because there was a trophy involved, which I could not win in any case, I decided to allow Edi to win the game. Now that stirred up some people. The safe draw that they all wanted was up in smoke and I assume that I will take some abuse from the opposition players on this stand, but I think it is a better solution to have someone from the alliance win, if this is possible, than to set up a draw.

I was called after I announced this decision by Bruce and basically told that this was dull and uninteresting to the readers of Diplomacy World and that I should fight. Are these stalemates that DW keeps having exciting? At the very least my action enables the readers of DW to read my opponents rip me apart in their commentary. It should be interesting and I look forward to it.

I feel I must put down exactly why I gave the game to Edi so that you will all know exactly how I feel. Besides the points that I have brought up it is a common practice, in attempting to break-up stalemate lines, to say that you will throw the game to one player or another. If the stalemate doesn't break up. This was the case in the last Rocomara win in DW (which was the last win in these games). The commentary by the expert analyst doubted that such would occur for it asks that one person give up too much. Well I have just shown that it can be done and will be done. Edi and I throughout the game had an excellent alliance and because of a number of things I thought that Edi played a better game than I did and deserved to win if anyone did. I am very pleased that he was able to win this game. Jeff played a super game as Turkey and did everything that he could to hang in there. I was very disappointed when our loyal opposition refused to accord him honorable mention that he richly deserved. Henry Kelley is also a very likable guy and someone that I would like to get together with in some future game. One last question that I would like to pose to the players of DW. Bruce seems to think that by my giving Edi this game I have invited every postal player to stab me at every opportunity. All I ask is would you rather ally with a player who values his alliances over a sure draw or someone who values a sure draw over his alliances?

## RECENTLY COMPLETED GAMES

The following 73 completed regular Diplomacy games were reported in Everything #29-31. The winner, his country, and the zine the game finished in appear after the applicable Boardman Number. Multiple names after the same number indicate a draw.

### Everything #29

B.N.	Winner	Cty	Zine
1972R	J.H. Fleming	Aus	Ptarth
	Gary Peterson	Eng	
	Bob Bawtinheimer	Ger	
1972EY	Terry Knowles	Aus	Mush
	J.P.B. Harwood	Ita	
1973AX	Ron Kelly	Eng	The Ranger
	Harry Drews	Fra	
	Steven Hall	Ita	
1973CE	Vivian Huang	Fra	For. Off. Report
1973EQ	Blair Cusack	Ger	Turnabout
1974Q	Baldwin Minton	Eng	Centurion
1974AD	Ray Evans	Aus	For. Off. Gaz.
	David Geekie	Fra	
	John Boyer	Ita	
1974AE	Steve Hall	Fra	Pellucidar
	Joel Klein	Ger	
1974EK	Michel Jarraud	Aus	Vortigern
1974HO	Thomas Kissner	Aus	Machiavellian
	Mark Zimmermann	Eng	
	David Fujihara	Ger	
1974HZ	Steve Peluso	Eng	Claw & Fang
	David Forte	Fra	
1975CJ	Frank McIlvaine	Aus	Centurion
	Lee Kendter Sr.	Eng	
	Jim Diehl	Fra	
1975CZ	Mark Zimmermann	Ger	Black Hole

### Everything #30

1972FG	Glyn Palmer	Fra	Monochrome Suppl.
	R. Walkerdine	Ger	
	Andy Davidson	Ita	
	Charles Burton	Rus	
1972FK	Carol A. Buchanan	Aus	EFGIART
1972FM	Howell Davies	Fra	Courier
	Dennis Wilson	Ger	
1972GG	Jerry Ripperda	Aus	Liberterranean
1973X	John McKeon	Aus	Atlantis
1973AI	Steve Norris	Eng	ADAG
	David Davies	Ger	
1973BU	Richard Greenwell	Eng	Impassable
	Herb Barents	Ger	
1973CK	Rick Loomis	Fra	The Ranger
1973CW	Eric Verheiden	Eng	Boast
1973DE	Allan Ovens	Eng	The Norns

1973DF	Ralph Barton	Aus	Fol Si Fie
	Harry Drews	Fra	
	John Leader	Ger	
	Harry Knowles	Tur	
1973DP	Peter Tyrrell	Ger	Belichstoss
1973FR	Allan Owens	Ita	Hourier
	Peter Thaxton	Rus	
1973GG	Harry Drews	Rus	Amphis
1973HG	Andy Davidson	Fra	Bellicus
	Phil Stutt	Tur	
1973HP	Andy Davidson	Aus	Amoeba
1973IR	Andrew Waldie	Rus	Ed Nauseam
1973IT	James Barber	Rus	EFGIART
1974F	Ron Kelly	Rus	Mad Policy
1974S	Paul Cook	Tur	Bellicus
1974AK	Ron Kelly	Aus	Japhidrew
1974BJ	Norman Nathan	Ger	Japhidrew
1974BR	Doug Wakefield	Eng	Fifth Column
	Alan Sedgwick	Ita	
	Graham Mills	Rus	
1974GJ	Herb Barents	Ger	Black Hole
1974DB	Andrew Waldie	Aus	Chimaera
1974DM	Phil Stutt	Rus	Bellicus
1974EL	Alan Reason	Rus	Misteimer
1974EM	Tim Roberts	Aus	Lemming Express
1974ES	Ross Baird	Rus	Pendulum
1974FC	Daryl Forman	Rus	Bartovia
1974FN	Steve McLendon	Ger	Liaisons Dang.
1974FZ	Steve McLendon	Ger	ADAG
1974HB	Ron Kelly	Rus	Arrakis
1974IL	Dave Tant	Ita	1901 And All That
1975P	John Wolfskill	Eng	Dippy
	Gary Carlton	Ger	
1975BO	Larry Moran	Ger	Polar Knight
1975BQ	Steve Pratt	Ger	Rocinante
1975BT	Tadek Jarski	Rus	Japhidrew
1975BV	Michel Jarraud	Eng	Polar Knight
	Roland Prevot	Fra	
	Steve Plater	Ger	
	Frej Wasastjerna	Tur	
1975CL	John Weswig	Ger	Boast
1975GS	Gary Behnen	Rus	Centurion
1975GQ	Doug Hayward	Eng	Fol Si Fie
	Doug Ronson	Ger	
	John Hullah	Ita	
	Robert Correll	Tur	
1975GZ	Robert Sergeant	Aus	Dippy
	Rick Loomis	Fra	
	Steve McLendon	Ger	
1975JM	Larry Moran	Ita	Polar Knight
<u>Everything #31</u>			
1976BJ	Andy Phillips	Ita	Impassable
1973HN	David Putacko	Ita	Urf Durfal
1974B	Jelle Terpstra	Fra	Runestone
	Harry Drews	Ger	
	Randolph Smyth	Rus	
1974W	Warren Wyman	Ger	Gk. of M. Things
1974FM	Adam Gruen	Fra	Urf Durfal
1974GB	Michael Laxton	Rus	ADAG
1974HJ	Ron Kelly	Rus	Urf Durfal
1974ID	David Malmquist	Rus	Urf Durfal
1975E	Eric Vansteel	Ger	Gk. of M. Things

1975AP	Robert Eisen	Ita	Graustark
1975CT	Lee Kendler Sr.	Tur	Claw & Fang
1975CQ	Tom Ripper	Eng	Graustark
1975EM	Alan Cathcart	Aus	Claw & Fang
	Bill Neiger	Eng	
	Eric Robinson	Ger	
	Paul McSweeney	Rus	
	John Torrey	Tur	
1975ET	Don Rittel	Aus	Graustark
	Cyril Penn	Eng	
	Jeffrey Rennele	Tur	
1975EZ	Guy Erwin	Aus	Podunk News
1975GT	William Adam	Fra	Centurion

## AHIKS

AHIKS (pronounced A-hixs) is an international society of mature individuals who play historical simulation games by mail. Established in 1966 by adults who were tired of easy, immature, sporadic, and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing by mail.

AHIKS is a society. We take pride in the high degree of personalization which has characterized AHIKS from its inception. Many members have become the best of friends over the years, and frequently members get together for face-to-face games or even conventions.

AHIKS is indeed international, and we hope to expand our international contacts. While a majority of our members currently reside in the U.S., there are sizable contingents of Canadians and overseas Americans affiliated with our US-headquartered regions, and roughly a fourth of our membership consists of Europeans affiliated with our region headquartered in England. Total membership is approximately 350.

Our success as an international organization, as measured by the number of games underway between opponents of different nations, was made possible by our ICRK (pronounced "irk") system. This marvelous invention eliminates the need to refer to stock publications or other paraphernalia, while cutting across border, language, and time difficulties. Thus game situations requiring die rolls can be resolved in the same convenient and foolproof manner whether your opponent is across the street or abroad.

AHIKS membership is open to members of all races, creeds, and nationalities, as well as to members of both sexes. One membership requirement is that all members must play their games promptly, courteously, and to completion. The other is that members (with a few exceptions) must be 21 or over.

If you enjoy gaming, can you really afford not to join? For additional information, and/or for membership application forms, contact Omar DeWitt, 547 Riverside Dr., Elizabeth, NJ 07208.





To THE  
EDITOR:

Dear Walt,

The old maxim that winners write history is as true in the Diplomacy hobby as anywhere else--but the pernicious process of "revisionism" seems to have set in marvelously soon here. Len Lakofka's article in the last DIPLOMACY WORLD is disturbing in many respects. First, it contains many statements that are at best personal opinion and at worst lies or deliberately misleading comments. Yet the article is presented as gospel truth.

But this is nothing new from Mr. Lakofka. What is truly surprising about this article is the poor judgment and partisanship it reveals on your part, Walt. Surely you knew when you put that article in that Len was running for one office or another in the new I.D.A./I.D.A./WA: Progress Towards a Better Hobby" is no more and no less than a campaign statement, in which Mr. Lakofka restates his various charges and opinions and then makes a call for unity and work.

In the world of journalism there are some very nasty names for publishers who print the public relations material of candidates for office without labeling it as such.

DIPLOMACY WORLD has a tremendous potential for helping or hurting the hobby, and you, Walt, have a tremendous responsibility that goes with that potential. I have little doubt that you felt that printing Len's article would help mend the wounds of I.D.A.'s feuds, and would be beneficial for the hobby. But if this hobby is to have such a powerful public relations tool as DW is, that tool must be completely neutral. Printing anything from someone running for office without labeling it so would seem to be a gross betrayal of public trust--and printing something like Len's article is positively shameful.

I will not take the time of DW readers refuting Len's charges. IDA's own magazine is the proper place for that. Nor will I comment on last issue's cover--which is actually quite funny, though again I believe it grossly violates the bounds of impartiality which DIPLOMACY WORLD's editor should remain within. It

so happens that I am not running for office in the new I.D.A., but if I were I would have some pretty nasty things to say about electioneering.

At some future time, the Diplomacy public may come to see that my actions as I.D.A. Editor were completely right, and, indeed, necessary under the circumstances. Then again, it may not. But in neither case does the editor of DIPLOMACY WORLD have a right to take sides, if he professes to be running an impartial journal for the entire hobby, and not for the political faction that happens to be on the rise at the moment.

Sincerely,  
Scott Rosenberg

(In answering your letter, Scott, it is obvious that we totally disagree on the sub- of Len Lakofka's article in the last issue. I can only wish that you had been at the IDA General Meeting in Baltimore last summer so you could have seen what took place for yourself. I have never seen such a display of unanimity on a course of action that should be done in all my years in the hobby. I participated first-hand in the actions that took place on revising the IDA Constitution both during and after the convention, and I feel that Len's article is quite factual. As to the purpose of the change, I can only refer you to the reprinted article from Brotherhood of Thieves appearing elsewhere in this issue. I think we may disagree on what we would like to see in the future of the hobby. I am for growth and organization, and I tend to think you would like to see the hobby as it has been, i.e., a small anarchistic group where debate is the word of the day. That was fun in the "good old days" when the hobby was small, but growth is forcing us to change or collapse under our own weight. The hobby now needs an efficient IDA that is representative democracy which can provide the services the average player wants. I too enjoyed the "good old days", but there is no going back.

I'm glad you thought the cover was funny. Of course all the delay in implementing the new constitution wasn't your fault and no offense was intended.)

### The Quartermaster

A WARGAME MINIATURE PAINTING SERVICE

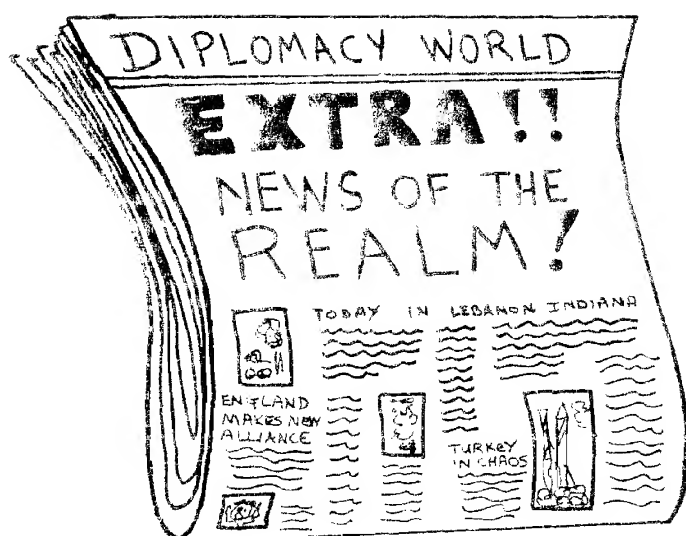
HISTORICAL AND FANTASY FIGURES

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1. **BOARDMAN NUMBER CUSTODIAN.** Doug Beyerlein (240 Hawthorne, Apt. F, Palo Alto, CA 94301) should be contacted by publishers to get Boardman Numbers for their new regular games. A \$1 fee per number is requested to support this essential project. Not only do the Boardman Numbers tie the hobby together, but it enables your game to be rated. As a matter of policy, DIPLOMACY WORLD does not plug game openings that will not use Boardman Numbers.

2. **EVERYTHING.** John Weswig (2115 NW Elder St., Corvallis, OR 97330) Publishes the hobby's game statistics zine which is edited by Doug Beyerlein. Available from John at 10/\$4, Everything features a game records section by Russell Fox that contains all sorts of interesting player and publisher records.

3. **DIPCON X.** Our annual Diplomacy convention will be held in conjunction with GenCon X this year. See P. 39 for details. Of special note for us will be the Diplomacy tournament and the IDA General Meeting. If you can arrange to share a quadruple room, cost would only be about \$50 for a 3-day occupancy. Would anyone like to volunteer to coordinate these registrations? If so, write Len Lakofka to volunteer.

4. **DIPCON X PHOTOGRAPHER.** Speaking of the DipCon, would anyone like to be DIPLOMACY WORLD's official photographer? If so, write Conrad von Metzke to volunteer. Richard Kovalcik did an outstanding job in this capacity last year.

5. **IDA ELECTIONS.** The results are finally out and elected officers for 1977 are as follows:

President: Len Lakofka  
 Treasurer: Steven Brooks  
 Ombudsman: John Baker  
 Periodicals Editor: Ben Grossman  
 Special Projects Editor: Greg Costikyan  
 U.S. Projects Chairman: Bob Hartwig  
 Canadian Projects Chairman: Cal White

6. **IDA HANDBOOKS.** The 1974 and the Publishers Handbook are still available from Len

Lakofka (644 Erie Pl., Chicago, IL 60657) at \$3 (\$2 to IDA members) and \$2.50 (\$2 to IDA members) respectively. These two handbooks tell you a lot about what you need to know about the player and publisher ends of the hobby.

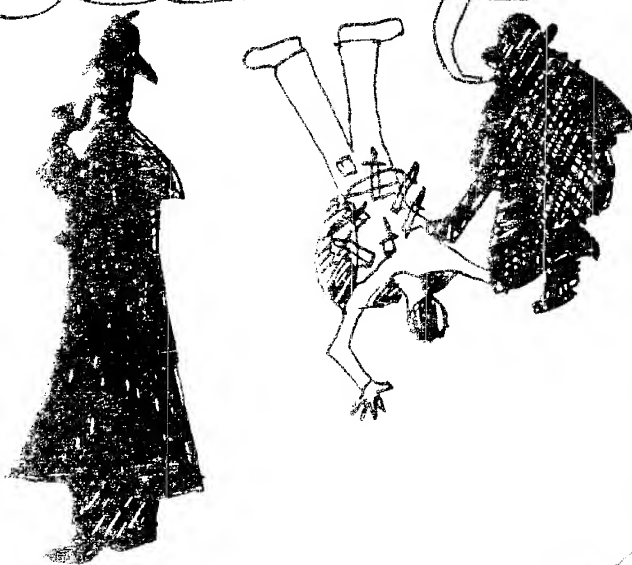
7. **ORPHAN GAMES PROJECT.** The OGP now handles Origins and pseudo-diplomacy games in addition to regular and variant orphans. Ray Heuer (102-42 Jamaica Ave., Richmond Hill, NY 11418) is the director and handles reassignments of orphans, so report any to him. Robert Sacks is the Registrar. Volunteers to publish, GM, or play in orphaned games should register with him.

8. **MILLER NUMBER CUSTODIAN.** Robert Sacks (4861 Broadway 5-V, New York, NY 10034) should be contacted to get Miller Numbers for variant games and for information on variants in general. Robert also edits Lord Of Hosts, the official zine of the Miller Numbers. Subs are 40¢/issue.

9. **THE HISTORY OF WARGAMING QUARTERLY.** George Phillies (910 Tenth St. E, Santa Monica, CA 90403) edits this index of articles on the wargaming hobbies and occasionally he includes special articles and analyses. Subs are \$4/yr. or \$1/issue. AWA members may sub for \$2/yr. or 50¢/issue.

10. **ORIGINS III.** Origins 77 will be at Wagner College, Staten Island on July 22-24th. For pre-registration write: ORIGINS, SPI, 44 E. 23rd St., New York, NY 10010. There will be a big Diplomacy tourney and the proceeds will go to help finance the Boardman Numbers. Write Ben Grossman (29 E. 9th St., #9, New York, NY 10003)

GOOD LORD HOLMES! SIX KNIVES IN THE BACK - HOW EVER DID YOU DEDUCE SUICIDE?



for details. Ben is also in charge of the International Subscription Exchange, a service to save you the expense of international money orders.

11. CANADIAN DIPLOMACY ORGANIZATION. The CDO is devoted to providing free services to the Canadian postal Diplomacy community such as: A census is available from Randolph Smyth, 249 1st Ave., Ottawa, Ont. K1S 2G5, for a SSAE. For variant information write James Hymas, 250 Glen Manor Dr. W, Toronto, Ont. M4E 2Y1. The CDO's Ombudsman is John Leeder, 1903 42nd Ave. SW, Calgary, Alta. T2T 2M6, and the Canadian Boardman Number Custodian is Doug Ronson, 864 Ingersoll Ct., Mississauga, Ont. L5J 2S1. Their Novice Project/Overseas Subs is handled by Robert Correll, 44 Rawlinson Ave., Toronto, Ontario M4P 2M9.

12. IDA OMBUDSMAN. John Baker (Cool Springs Rd., Gradyville, KY 42742) is the man to write if you have any disputes involving a game you're in. Also, bids for hosting DipCon XI should be sent to John.

13. THE POUCH #100. Gil Neiger (Box 4293, Brown U., Providence, RI 02912) deserves a hearty word of congratulations. The Pouch becomes the 13th Dippy zine to reach 100 issues after Graustark, Wild 'n Woolly, Frobdingnag, Big Brother, Diplophobia, Hoosier Archives, Shaaft, Moeshoeshoe, Costaguana, ADAC, Courier, and Runestone.

14. DIPLOMACY WORLD CIRCULATION LIST. For gamezine publishers who want new blood, the DW mailing list to individual subbers, i.e. not counting hobby shops, etc., is available from last issue at 1¢/name. There are over 500 addresses so the whole list is available for \$5.00.

15. DIPLOMACY WORLD T-SHIRTS. As pictured in the GENERAL XIII, 2, these T-shirts (picture taken from the cover of DIPLOMACY WORLD III, 2) can be purchased from Nina Pawlak (523 Clifton St., Alexandria, VA 22312) at \$4.00 apiece. Hurry and get one while they still last.

16. GUEST GAMESMASTERS. Bob Hartwig (5030 N. 109th St., Longmont, CO 80501) reports quite a response to his request for guest GM's last issue. If you are interested in promoting such a concept, write Bob for details.

17. DIPLOMACY BOARDS. Avalon Hill (4517 Harford Rd., Baltimore, MD 21214) has a limited number of the old-style Diplomacy boards left. They are available for \$5.00 apiece, including postage while they last. Collectors take note.

18. THE NINTH CIRCLE. David Eunke (5512 Julmar Dr., Cincinnati, OH 45238) has just announced the start of this new gamezine. As a special pre-subscription offer, no game fees will be charged for all who sub before 1 June. Subs are 10/\$2.50 with \$2 gamefee after 1 June.

19. VALINOR. Michael Muchnik (2520 Hyacinth Ct., Westbury, NY 11590) edits this very good gamezine, now in its 2nd year. Subs are 10/\$2 with a \$2.50 gamefee. Mike prints some very funny cartoons.

## WANTED TO BUY OR BORROW

The following zines are missing from the Archives. British zines are listed below separately since I'm having more difficulty acquiring them. I would prefer to acquire originals but will be happy to xerox your original if you want to keep it. This will assure keeping the Archives virtually complete.

Adanack 8; Aerlion 1,3; Angbad 1-4; Attention 1, 46-47; Avanti 15-21; Baltic Gaffer 1-4, 6, 9; Barfy Blue 2; Barad-dur 1.5, 40.5; Boast 93; Bolverk 1, 3, 6; Brainwave 16; Brunus Edwardi 21; Buffalo Diplomacy 106, 169, 196, 225; Bulletin 2; Calcutta Chronicle I, 1-2; Carnilla I, 6; Cloak and Dagger 2-3, 5 on; Corsair 7, 15; Crush 41, 43; Council Courier 76.1- .6; The Demons Home 1-2; Don't Knock the Rock 20; Due Process 10; Eureka Stockade 9; Evening's Empire 10-12; The Exponent 1, 5; Fallavia 1; Fearful Symmetry 1-2, 18-19, 24; Flash 1; Fol Si Fie 71; Foreign Office Report 18; Fredonia 24-25; The Gaming Record "I," "II," III, 1, 3-5; Gassed 26; The Greeklly Weekly VIII, IX; IDA Games Info Bulletin 1; If I, 2; I'm God 2; Infamous 2; Janus 41; Johnus 1, 9; Kolwynia 2-4; Lebanon Gazette 33-35; Liberterrean 52; Logenbeek 12-13; Mango 13, 18; Marsovia 13; Meskin Memos 7-12; Mini Rigot 1; Moeshoeshoe 117; Moravian Dynasty 7; Moravian Gazette 2; Mush8; Mutant I, 1-3; Narsil 7; New York Knife 2; Norstrilla Notes 25, 27; Phrederick the Great 7; Polaska I, 5, 8; Pragmatic Sanction (all); Rane Gyrine 7; The Rigot 24-28, 44; Rohan 1-2; Ruritania 8, 33; Skull & Crossbones 2-3, 5, 8; Spald Jr. I, 2; Stormbringer 6-7; Sweetwater Canyon Daily Bugle 73; Thulcandra 24; The Torrey Triennial Terrapin/Turtle/Tortoise 9; USDollars 5, 9; Voice of the North 26; Vortigern 16; Warmonger 3-4, 13; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III-1.

AVAM 7, Ad Nauseam 20; Albatross (all); Bellicus 34; Bruce 13, 16; Comet 20-29; Court Circular -1, 0, 1, 2, 3-5, 10, 13; Depth Charge 10-11, 17, 19; Dolchstoss 1-2, 4, 50; EAOE 1-6; Eclipse 1-8, 11; Fifth Column 27, 31-32; Fillbuster 1-11; Finishing Touch 21; Frigate 24-25; The Gods Themselves 1; Gumballs II, 1; Hannibal 17, 19-24; Hyperion 2 on; Japhidrew 5, 16; Jigsaw 1-3, 12; Lemming Express 2-3, 17, 24; Misteimer 1-2, 5-6; Monthly Bureaucrat 1,3; The Norns 13, 15; OJ 12-13; Our 'Enry 11, 13; Pendulum 6, 8-50 on; Polaris 3, 15-17; Retief 12; Shelob's Lair 3-5, 11, 13; TPTTF 1; Tarkus 7 on; This Is It (all); TUCA 0, 2-7; Umagunna 2, 4, 7; Uriah's Heap 5; War Bulletin 61-65; Yggdarsil 8-15; Your Albert 1, 3-5; XL 14.

20. BROTHERHOOD OF THIEVES. Ferkin Doyle (259 Johnson St., Apt. V-1, Philadelphia, PA 19144) heads up this publishing effort, and you can judge the quality of contents by the reprint in this issue. Subs are 12/\$3.00 with free gamefees. Recommended.

21. BEAUCOUILLON. Dick Trtek (2728 SE Main, Apt. 1, Portland, OR 97214) publishes this promising new gamezine. Subs are 6/\$1 and play in any game may be had with a one time only fee of \$4.00.

22. THE DRAGON AND THE LAMB. Steve McLendon (Box 57066, Webster, TX 77598) has started this new gamezine and the artwork has been great. Gamefees are \$2.50 (plus a \$2.50 refundable deposit if the player doesn't drop) plus a 12/\$3 sub. Steve is a NASA engineer who was

part of the US team to Russia during the joint space mission and you can expect some interesting articles on our space program and Russia.

23. ST. GEORGE AND THE DRAGON. Robert Sergeant (3242 Lupine Dr., Indianapolis, IN 46224) pubs Indiana's "other" Dippy zine. Naturally I'm prejudiced, but it's very interesting at 10/\$2. Gamefee only \$1.00 extra.

24. RURITANIA. Tony Watson (201 Minnesota St., Las Vegas, Nevada 89107) has been going strong now for 2½ years with Nevada's only Dippy zine. Subs are 4/\$1. Inquire about openings.

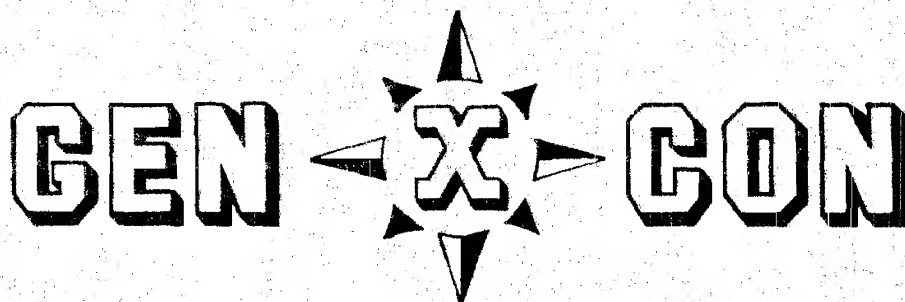
25. FLYING BUFFALO. (Rick Loomis, PO Box 1467, Scottsdale, AZ 85252) offers the only professional postal Diplomacy GMing in the business. Gamefee the last I heard was \$6.50, but I'd advise writing Rick for details.



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 25 April 1977. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample gamezine copy so you can get an idea of what zine you'd like to play in. An "\*" denotes a 3-month pubbing break.

1. John Boardman, 234 E. 19th St., Brooklyn, NY 11226 (14)
2. Hal Naus, 1011 Barrett Ave., Chula Vista, CA 92011 (10½)
3. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (8)
4. Herb Barents, R. R. #4, 1142 South 96th Avenue, Zeeland, Michigan 49464 (5½)
5. Fred Winter, 400 W. Madison Street, #2400, Chicago, Illinois 60606 (5¼\*)
6. Jim Fenes, 417 South Stough Street, Hinsdale, Illinois 60521 (4½)
7. Don Horton, 16 Jordan Court, Sacramento, California 95826 (4¼)
8. John Mirassou, Rt. 2, Box 623AC, Morgan Hill, California 95037 (3¼\*)
9. Jim Pumpas, 948 Loraine Avenue, Los Altos, California 94022 (3¼)
10. Richard Loomis (Flying Buffalo, Inc.), Box 1467, Scottsdale, AZ 85252 (2½)
11. Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5 (2½)
12. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (2½)
13. Greg Costikyan, 1675 York Avenue, New York, NY 10028 (2¼)
14. David Truman, 30 Prince Rupert Ave., Toronto, Ontario, Canada M6P 2A7 (2¼)
15. Blair Cusack, 1620-42nd St., SW, Calgary, Alberta, Canada T3C 1Z5 (2¼)
16. Richard Kovalcik, 205 Bexley Hall, 50 Mass. Ave., Cambridge, MA 02139 (2¼)
17. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (2)
18. Ferkin Doyle, 259 Johnson St., Apt. V-1, Philadelphia, PA 19144 (2)
19. Ben Grossman, 29 East 9th Street, #9, New York, New York 10003 (2)
20. Brad E. Hessel, 232 West 24th Street, #5R, New York, New York 10011 (1½)
21. William A. Glumm, R. R. #1, Amesville, Ohio 45711 (1½)
22. Cal White, 1 Turnberry Avenue, Toronto, Ontario, Canada M6N 1P6 (1½)
23. Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590 (1½)
24. Dennis Agosta, 16 South Wilber Street, Belleville, New Jersey 07109 (1¼)
25. Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224 (1¼)
26. John Malay, Chatham Arts, 12 Commerce Street, Chatham, NJ 07928 (1¼)
27. Alan Rowland, College Station, PO Box 2173, Easton, PA 18042 (1)
28. Peter Dale, 3577 Derry Road East, #809, Mississauga, Ont., Canada L4T 1E3 (1)
29. Donald Wileman, 98 Sanderling Cres., Lindsay, Ontario, Canada K9V 4N2 (½)
30. Clifford A. Mann II, 823 Marcy Avenue, Apt. 101, Oxon Hill, MD 20021 (½)
31. W. Elmer Hinton, Jr., 20 Almont Street, Nashua, New Hampshire 03060 (½)
32. Bob Beardsley, 17 Moryan Road, Edison, New Jersey 08817 (½)
33. Steve McLendon, Box 57066, Webster, Texas 77598 (¼)
34. Dick Trtek, 2728 S. E. Main, Apt. 1, Portland, Oregon 97214 (¼)
35. Steve Heinowski, 1630 W. 28th Street, Lorain, Ohio 44052 (0)

# AMERICA'S PREMIER WARGAME CONVENTION



A VERY SPECIAL CELEBRATION IN HONOR OF OUR 10th ANNIVERSARY IS BEING HELD AT  
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Because of the expected number of conventioners, GEN CON will also have regular shuttle bus service to/from the Playboy Resort and HORTICULTURAL HALL - the traditional home of GEN CON - where numerous tournaments will be held, and the famous "Choice Hot Dogs", as well as other refreshments, will be available.

Celebrity guests, including famous Swords & Sorcery novelist Gardner F. Fox!

Plan now to attend this unique event. There will be thousands of gamers, dozens of dealer's exhibits, military miniatures of all periods - land, sea and air, boardgames, fantasy, science fiction, a wild BOOT HILL shoot-out, and special DUNGEONS & DRAGONS events. This convention is a must for every gamer, wargame hobby dealer, and wargame manufacturer!

## ENTRANCE FEES\*

Pre-registration, 4 days:	\$10.00
At the door, 4 days	\$19.00
At the door, 3 days	\$12.50
At the door, per day	\$5.00

\*Conventioners registered at Playboy Resort automatically gain free entrance.

TIMES:	Morning	to	Night
Thursday -	9:00 a.m.		12:00 midnight
Friday -	9:00 a.m.		12:00 midnight
Saturday -	7:30 a.m.		1:00 a.m.
Sunday -	8:30 a.m.		6:00 p.m.

DO NOT DELAY MAKING YOUR PLANS, AS  
ACCOMODATIONS FILL VERY QUICKLY!



For: Pre-Registration - Accomodations  
General Information

Contact: GEN CON X, P.O. B. 756  
Lake Geneva, WI 53147  
414/248-3625



# NEW GAMES AND THINGS

## WAR AT SEA

**WAR AT SEA** is the second Jedco game to come under the Avalon Hill banner. As was the case with John Edwards' **RUSSIAN CAMPAIGN**, we scoffed long and loud until we played it. The laughs were soon replaced by serious concentration however as we became engrossed in game after game of this fast paced classic. Purchasers of Edwards' **RUSSIAN CAMPAIGN** will attest to his ability to make exciting games and **WAR AT SEA** is no exception.

**WAR AT SEA** is an area movement game which simulates the European naval theatre of operations in WWII. Possibilities for historic encounters such as the Battle of Denmark Strait (*Bismarck*, *Prinz Eugen* vs. *Hood*, *Prince of Wales*) abound along with chances for infinite other encounters which fate previously decreed would never take place. The game assumes a bolder stance by the Axis powers in asserting themselves at sea and follows through by making the *Graf Zeppelin* (a never completed aircraft carrier) available to the Germans midway through the game. The result is some highly interesting match-ups and exciting, fast-paced play.

The game has eight turns, each representing approximately 6 months of real time. At the outset of each turn the British player allocates his force of 47 capital ships to patrol in any of five sea areas (North Sea, N. Atlantic, S. Atlantic, Barents Sea and the Mediterranean). The Axis player, upon seeing the Allied dispositions, decides where to attempt to place his forces. After placement and resolution of any U-boat, air, or surface combat Points Of Control are awarded to the players for control of given sea areas.

The Allied fleet, while much larger and stronger, must spread itself thin to attempt to protect as many shipping lanes as possible, and by doing so it gives the Axis forces an opportunity to win limited victories in isolated portions of the sea. For example, if the British make a strong Mediterranean commitment the Italian fleet will probably stay in port, but the Germans may mass for a major battle in the North Sea to break the British blockade. If too much force is committed to the blockade too soon, raiders may wreak havoc in the North & South Atlantic. Yet, if the Barents Sea is not heavily patrolled, the Germans may sortie and destroy a vital convoy. And so it goes . . . a continuous series of checks, and balances which keeps the participants on the edge of their chair from start to finish.

Although **WAR AT SEA** utilizes a simple area movement system, ship speed, firepower, and armor protection all play significant roles. The faster a ship the better its chances of running a blockade, breaking off a losing battle, or pursuing a fleeing enemy. Similarly, firepower and armor ratings affect a ship's ability to dish out and take punishment. Carriers pose a powerful deterrent to any adventurous Axis surface force; and together with the ASW elements of convoys provide a lethal strike force against the U-boat menace.

U-boats are the proverbial "ace up the sleeve" of the Axis player. Unaffected by blockade attempts, U-boats are free to stalk as they please in any sea area and remain a thorn in the Allied side throughout the game. Land-based air also plays an important role with the Luftwaffe staging crucial attacks on the Murmansk convoys from Norwegian bases while reigning supreme over the Baltic and launching nuisance

raids against Malta and Leningrad. The RAF is used chiefly for bombing Axis ships in port but is usually present when the action heats up in the Mediterranean.

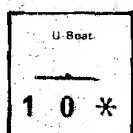
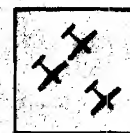
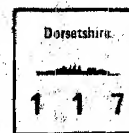
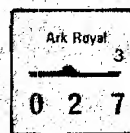
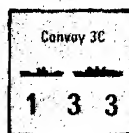
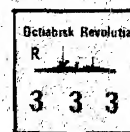
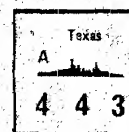
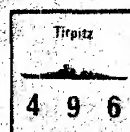
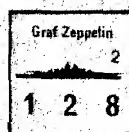
As the game progresses, Britain relies heavily on the token Russian Baltic fleet to create diversions in that theatre. Equally important is the opening of a port in the far North to receive vital convoys and repair. Allied ships damaged on the Murmansk run. American participation is limited to token support in the N. Atlantic and strong port repair facilities.

**WAR AT SEA** is not a new step forward in realistic naval warfare simulation dependent on a maze of charts and sophisticated rules. Indeed, **WAR AT SEA** doesn't even have a CRT. It is an extremely simple and enjoyable game system which is best described as good, old fashioned fun. Those who are into simulation games with a sole emphasis on realistic simulation should let **WAR AT SEA** pass them by. On the other hand,

those who still enjoy a good, simple, and competitive game can't afford to let this one get away.

**WAR AT SEA** is a great device for winding down after your all night **THIRD REICH** game, breaking the new fellow into wargames, or showing the wife that she too can have fun playing wargames. The game is one of those few with the balance of skill and luck factors which enable a novice to beat an expert—even though the odds are against it.

**WAR AT SEA** is rated Introductory I on the AH Complexity Scale with an average playing time of 1 hour. It comes boxed with a 4 pp illustrated rulebook, 14" x 22" full color mapboards, and 140 unit counters. Those who bought the imported Jedco version shelled out \$12.00 on the strength of its strong showing in initial gaming reviews. It will cost YOU only \$5.00 plus the usual postage charges for the improved Avalon Hill version.



Avalon Hill Game Company,  
4517 Harford Rd., Baltimore, MD 21214.  
Maryland residents add 4% state sales tax.